

Between Chains and Starlight

version 2.0



Benjamin Martinali

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About This Book

Game System

The rules in this book are written to be compatible with The Pathfinder Roleplaying Game and similar systems. The book's contents are intended to be modular. The rules for starships and vehicles are written to be usable separate from the setting, and the 'creatures' can be inserted into any compatible campaign.

Setting

This book delves into a setting with both fantasy and science fiction elements. The primary villains are intended to be toe-curlingly evil, though not unbeatable. Class struggle is an important theme, and the implications of advanced technology on socioeconomic inequality are a factor shaping the setting and left open for exploration by GMs looking to continue their adventures further. In this setting it is assumed that, on the tactical level, magic will trump technology by virtue of not being limited by the known laws of physics. Strategically, technology will trump magic through mass production and brute force. In this universe, technology and magic can interact; they are not polar opposites by any means.

Several major factions, and several smaller ones are described, with their own agenda, methods, resources, and history. Weaker factions whose influence does not extend beyond their borders are described with the planet they are on.

Several planets are described, whose situation is unusual enough to set them apart from 'normal' planets. These planets are not always the homeworld of the factions that dominate them, nor are they all the domain of a single faction. Maps are included, as well as description of the planets' history, current issues, and factions.

Tone

The setting contains extremely dark elements, especially an evil empire, which dominates the setting as an ever-present, extremely vile and ruthless antagonist. There are more light-hearted elements, usually regarding the interactions between magic and technology.

For Characters

Optional rules are presented where the number of Feats and Skills required for the effective use of technology is drastically reduced. This is to allow characters a degree of flexibility as they need to balance both their traditional fantasy abilities and their use of technology. Equipment lists for technology-based armor, tools, and weaponry are included. The technology can be considered futuristic, but not particularly advanced by modern science fiction standards. The equipment lists are kept to a minimum, uniqueness of item function being required to warrant distinct entries. (GMs can create further enhancements and add additional generic items as they see fit.) Rules for crafting regular and enchanted equipment are included, as well as a list of technology-related spells, organized primarily in the arcane School of Technology and the cleric Technology Domain.

Creatures

Creatures, especially the Cyborg Slaves and Living Machines, are a key aspect of the book and setting. Enemies for personal combat are written to be compatible with The Pathfinder Roleplaying Game and similar systems.

Starships and Vehicles

Starship and vehicle logistics, operation, and combat are heavily modified from existing Open Game Content to allow more intuitive ship customization, a wider range of roles for characters, combat between ships and vehicles, and boarding actions during battles. Aside from faction-specific ships, the starship and vehicle rules are universal, customizable, and can be used separately from the setting.

Missions

Four missions are included, three short, one more lengthy. The missions are intended for low to mid range characters. They take place at specific points in the setting and include sixteen color maps and one grayscale map. Twelve of the maps are for combat, five are overland maps, and there is one additional color overland map and one color star system map. The missions include vehicle and ship combat though personal combat remains the focus. There are also lists of random encounters with groups of enemies, with short descriptions of enemy goals and methods.

Disclaimer

This is a work of fiction. All characters are fictitious. Any resemblance to real persons, alive or dead, is coincidental.

Open Game Content

This book makes use of Open Game Content. The following are derived or copied from existing Open Game Content.

Source: System Reference Document:

<http://www.wizards.com/default.asp?x=d20/article/msrd>

Feats

Heavy Weapons Proficiency [general], Starship Piloting [general], Personal Firearms Proficiency [general], and Power Armor Proficiency [general] are modified versions of their namesakes in existing Open Game Content.

Skills

Computer Use (Int), Craft: Electronic (Int), Craft: Mechanical (Int), Craft: Structural (Int), Piloting (Dex), Repair (Int) are skills in existing Open Game Content. They gain new or altered uses in this book, all described mechanics apply specifically to this book.

Attacks

Autofire and Burst Fire are modified versions from existing Open Game Content.

Spaceships

The method of using d20 Hit Dice to measure ship size, hit points, and ship size categories are taken from existing Open Game Content.

Construction Materials

Steel, Polymeric, Cerametal, Neutronium, and Adamantium with their respective hardness are taken from existing Open Game Content.

Source: Pathfinder Reference Document:

<http://www.d20pfsrd.com/>

Creatures

Racial abilities for Gargantuan Centipede, Destrachan, Gold Dragon (28HD), Griffon, Lizardfolk, Skeleton, Tyrannosaurus, and Wyvern are taken from existing Open Game Content and used as basis for modified creatures. Entries for Ghoul, Ghast, and Tiger are copied from existing Open Game Content.

Classes

As the book introduces no new classes, all NPCs with class levels use classes from existing Open Game Content. (Classes used are barbarian, cleric, druid, fighter, rogue, sorcerer, wizard.)

Spells

Transmute Metal to Wood is a slightly modified version from existing Open Game Content, all other spells are new content.

Misc:

Names

Altair is the name of an actual star. Arouraios, Corinth, Peloponnese, Thessalia are locations and areas in Greece. Bucephalus was Alexander the Great's horse. St. Helen refers to Mount Saint Helens.

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One's Place in the Universe

All those tales, movies, games, and comic books about what might happen if a sufficiently advanced artificial intelligence were developed... Humanity overthrown, turned into cyborg slaves, exterminated, chased to the edge of the universe, used for parts, or simply kept alive in a zoo... What nonsense. Hundreds of billions of credits wasted on AI development and all we have to show for it is a computer that can recite mad poetry and tie shoelaces. Just not both at once. What do we need it for anyway? We don't need to invent AI to enslave hundreds of millions by implanting them with torture chips. The Kurion will do that right now. We don't need AI to wipe out entire planets, poison hundreds of millions more so they become insane and retarded cattle. We have Corinth to do that.

It is no secret that planets with democratic governments suffered the most during the war. When the fighting was done, only two big players remained. Corinth and the Kurion empire. Stuck between the big players are the smaller powers, Hazieth, the Rovigo remnants, and all the other smaller colonies. For a time that was all there was to it. Two big armies staring each other down across the void. Two sets of hungry eyes too busy with each other to bother with the smaller prey scrambling to rebuild their societies. But then Altair was discovered and everything changed. A world with hundreds of millions of citizens -no, people. Rich in resources. Unspoiled, untamed, uneducated... unaffiliated. Ripe for the picking. Fortunately for them, they knew of us before we knew of them. A Hazieth science vessel had crash landed on the planet years earlier. While the crew integrated into the local culture they educated the Altairians about what was really behind the clouds.

You'll not find angels with feathered wings, bright holes in a dark canvas, or divine judgement, but a dark, endless expanse. And in that dark expanse evil empires rule supreme. Vast, merciless, with armies of tortured slaves or fools whose minds have been poisoned by alchemy and lies. Not all empires are evil. Some will make trustworthy allies. Some will prefer to stay isolated. But, allies or not, in the end you yourselves must stand up to the darkness or it will take this world like it has many before it. We will share what we know, our technology, our skills. So that when the machine men or the poisoned men come, in their ships and machines, your warriors will be able to face them on equal ground, with ships and machines of their own.

By the time official first contact was made, Altair had organised a planetary defense of sorts in the form of the Admiralty. Their iron dreadnoughts may have been obsolete since before they were even conceived but the fact alone that they were developed in such a short time span gives hope. Neither the Kurion nor Corinthians will take Altair without a fight.

Introduction

This book presents a setting, complete with back story, factions, creatures, and missions. The first chapter describes this setting, focussing on the cultural aspects that shape the various factions. (A list of NPCs belonging to each faction can be found in the appendix.) The setting is not a steady state, especially the two factions that dominate the setting are suffering from a crumbling infrastructure and obsolete (within the context of the setting) technology. The overall tone of the setting's history is dark, though the over arching theme is that times might be changing. Depending on where in the setting the game takes place, the tone can be light-hearted or dark. Enemies and encounters are over the top enough that a GM could choose to instead run the game in a tongue-in-cheek manner. However, the primary villains, the Kurion, are so depraved and cause so much suffering that playing them for laughs will be impossible unless the GM and player's sense of humor is darker than a black hole.

The Setting

The setting is presented entirely free of game mechanics. First the basics of the setting are described, its economic and technological rules, and the basics of interplanetary and interstellar navigation, and a short description of the theories of the nature of the jump point network. Then follows a description of each of the factions and a brief rundown of the planets they control. After that a handful of planets of interest that are described in detail. Then a listing of all the known (and speculated) star systems with a brief description and list of major celestial objects.

Rules for Characters

A chapter for (player) characters is included, containing a short list of feats and skills required to operate and maintain technological items. This is intended as an option for a game where characters need to balance both their fantasy feat and skill set and their science-fiction ones. A GM can always ignore this section if they feel it grants too much flexibility and power to player characters, feats from traditional systems can be used instead without affecting the other parts of the book.

Short lists for technological equipment such as personal armor, weapons, and tools are included in the characters' chapter. The weapons and armors are fairly simple by science-fiction standards, and the lists are fairly generic, intended to be modular with themselves, allowing a degree of convenient flexibility without being specific to the setting. Other supplements can easily be used instead without affecting the rest of the book. Aside from spaceships and vehicles, creatures in the setting can be engaged with 'traditional' fantasy equipment without too much trouble. (Other than what trouble the creatures themselves cause.) The missions can be completed without technological equipment though in some cases the group will need to rely on magic quite heavily. In the setting, 3D-printing

and CnC milling technologies are well-developed and common, allowing characters to manufacture their own equipment. Rules for crafting equipment both regular and enchantable are included in this chapter.

Also included are technology-related spells, organised primarily in the arcane School of Technology and the cleric Technology Domain. These spells allow a group of adventurers to get more use out of otherwise mundane technological items, by repairing them in combat, becoming invisible to advanced sensors, charming their way into a computer network, or breaking all known laws of physics. The focus of these spells is on logistics - machines are durable enough and put out enough damage to not require further boosts in these areas. Technology can not normally be enchanted, unless it is handcrafted. Rules are included explaining the process of handcrafting versus normal production, as well as a short list of enchanted pieces of technology with varying functions.

Creatures

The creatures chapter focuses on two types of 'creatures', cyborgs and Living Machines. Cyborgs are technically not specific to this setting, but the cyborgs as they are written mostly belong to the Kurion empire as victims forced into servitude. The Living Machines are psionically-powered war machines, formerly belonging to the Kurion empire, but now roaming planets and space as predators that defy laws of biology and physics. Most of the cyborg slaves and Living Machines are low to mid-level encounters. With the exception of their rulers, the cyborgs as enemies are not evil, but rather unfortunate slaves. Living Machines function as animals and have no notion of right and wrong. Also included are intelligent undead crews for starships, listed under 'skeleton crew'.

Ship Rules

Rules for ships and vehicles are included, along with a sampling of both faction-specific and generic ships and vehicles. These rules are heavily modified from existing Open Game Content ship rules but follow the same basic principle of hull size expressed in Hit Dice, weapons and system slots, and crew skill. Ship rules are rebalanced with regards to weapon and system slots, weapon grouping, system capabilities, and more emphasis is placed on electronic warfare to add an extra dimension to ship and vehicle combat. The rules do not contain long lists of incrementally better weapons and systems. The ones listed are designed to fill a slightly different niche - a GM can always make any number of generic weapons and systems with better or worse performance. While faction-specific ships are written to represent their faction, the ship and vehicle rule system are in no way connected to the setting; a GM can choose to use the rules in a different setting, as well as use this setting with different rules. Also included in the ships and vehicles chapter are rules for building, repairing, upgrading, and modifying ships.

After the ship rules comes a section detailing enemies for ship combat, such as Star Wraiths, Living

Machine space units, and space forces of various factions. These entries are written with relatively green crews; they can be upgraded with a crew skill table.

Missions

The four missions included are three short missions and a single longer one. They are presented in a suggested order of play - the longer mission comes second and is one where the group obtains a spaceship. That one, and the last two missions involve ship to ship combat. The missions are presented as guidelines with options and can be played independently of one another. The shorter missions are fairly linear though the 'dungeons' are usually open or allow multiple paths. The missions are intended for groups of characters around level 6-9, though of course that will depend heavily on character power level, group size, player experience, etc. The missions can be considered introductory, focussing on the player characters' struggle, rather than presenting epic quests where they take down empires, though are some opportunities for giving an evil empire a bloody nose. The first mission has the player characters fighting religious zealots locked in a suicidal war. The second, and main mission has the player characters surviving on and escaping from a world controlled by the Kurion. In the third mission pirates are the antagonist in an attempt to liberate a mining station. The fourth mission revolves around snatching psionic rift drive components away from the Kurion on live TV. Living Machines are featured heavily in the second and fourth missions.

Finally in the appendix you will find:

- A list of minor NPCs for each faction.
- Three tables with random encounters, each with a short description of the enemy attack plan and motives, and enemy unit composition. Such a list exists for personal combat, vehicle combat, and ship combat.
- A table listing the chance of retrieving psionic receptacles from Living Machines after a battle. (A GM can always roll a percentile chance for each individual unit, but somehow the author's players always ended up empty-handed.)
- An example ship combat procedure.

Chapter 1 - The Setting

In this setting, magical and mundane (but highly technologically advanced) worlds are brought into contact with one another via space travel and magic portals. This creates opportunities, threats, and forces entire cultures to change their view of reality or close themselves off entirely. A war ravaged many worlds only a few years ago, and while a cold war is in full swing and tensions are high, this is a time of change for the setting. Planetary governments are focussing their military might against each other, but there are many threats in space. The militaries and law enforcement cannot possibly deal with all threats. Therefore private companies and individuals are allowed to operate warships as mercenaries or private security companies in deep space, provided they have a clean track record and follow very strict rules when near an inhabited planet.

Player characters can be natives of a world where magic reigns, and explore a world where technology is the norm, vice versa, or anything in between. Magic can be a common thing, while technology is highly sought after, or armies relying on technology can wage a war fighting over a magical resource that will swing the advantage decisively in its owner's favor. Given how technology in a magical setting can be useful, and magical abilities (or supernatural prowess) can be used in ways technology can't, there is ample reason for people and organisations from either side to want to recruit groups or individuals from the other side, giving Game Masters opportunities to offer players plot hooks.

In addition to the exchange of technology and magic, and perhaps more interestingly, there is the potential for the exchange of ideas. Peasants living under a king might be eager to send their children off to a high-tech world for an education. When those children return they may not agree with a medieval class system or justice. An order of paladins or clerics might be called in to use their magical abilities in solving a high-profile case on a technologically advanced world. Some within the local police force might become inspired by their dedication to truth and justice and together with the paladins attempt to weed out corruption in their force. Evil cults from a world run by magic might come to a dystopian, impoverished world and find a steady supply of fresh recruits and easily bribed law enforcement, allowing their cult to flourish. Powerful warlords might gain access to the internet and see footage of the endless horrors that arms races and total war lead to, and change their ways. A non-profit organisation could mount a humanitarian expedition to a poor region in a tyrant's territory and run afoul of the local authorities. When word of their public mass execution reaches their home planet the public will demand justice and before long the tyrant finds his castle under attack from hovertanks, spidermechs, and starfighters. This in turn inspires slave revolts in neighbouring kingdoms...

History

Most of the planets in the setting were settled through unknown means many centuries ago and developed independently of one another until they achieved space flight. There are a number of factions in the setting that dominate the political, economic, and military power balance. Each faction has its own culture, approach to warfare and ship design but they can all use the standard weapons, systems, and hulls if they choose to. Some factions are more powerful than others, but none can attack another without major negative consequences.

The setting recently experienced a major war. The Kurion, an evil empire relying on vast armies of cyborg slaves, attacked other countries and planets. They used literally every weapon available including orbital kinetic bombardment, bio-weapons, chemical weapons, and killer asteroids. If colonies could not be captured and turned into more cyborg slaves they were always exterminated. Before long all other worlds were opposing them. The living machine army that the Kurion had developed proved too much for the conventional forces of the other powers and Corinth, a fascist empire in its own right, resorted to a scorched earth policy - they fired killer asteroids at every world that was at risk of being overrun by the Kurion. At the eleventh hour the living machine army broke free from their Kurion masters, depriving them of their main force. With only obsolete cyborg ships and war machines to fall back on the Kurion had no choice but to halt their advance and agree to an armistice.

By the time it was over the war had ravaged many worlds and left hundreds of millions dead. Now, a tenuous peace between the remaining powers exists, but it has only been a few years and the situation is far from stable. The living machine armies still prowl space and the wastelands of many blasted worlds, hunting and breeding. Pirates and unscrupulous mercenary organisations (essentially also pirates) make travel between star systems dangerous for anyone not in a convoy, and the Kurion continue to impose their brutal tyranny on the captured territories. Meanwhile rebels fight a continuous guerilla war against the Kurion using salvaged warships and vehicles.

After the war, Altair was discovered, a pre-industrial world where magic is practiced and supernatural beings exist. Altair is not a unified world, having multiple empires, kingdoms, and city-states. But to defend themselves from the hungry eyes of the Kurion and Corinthians, a group of countries has formed the Admiralty, which manages and operates the warships the various countries contribute. Techsmith and mage guilds provide the systems both technological and magical that power the Admiralty's dreadnoughts; massive but under performing behemoths that defend the planet against invasion.

It should be noted that the setting being described is not a steady state. Corinth is on a downward spiral

economically and socially, Altair is undergoing rapid change, the Kurion empire is an absolutely wretched economy with no real long term prospects and Hazieth is politically gridlocked, suffering from corruption scandals. It is very likely that if the same setting were described ten years later it would be very different.

Technology

Much of humanity's relevant space travel technology was not developed, but rather discovered. From the wreckage of several derelict, presumably alien vessels, devices were recovered, studied, and reverse-engineered. Their functioning is understood and more can be built or developed. However, the science behind them is extremely advanced and complex. New applicable technology can take decades to develop and improvements are generally incremental. Several of these technologies are also used for other purposes, such as fusion reactors as power plants for colonies. Weapons technology is mostly human in origin, as is most civilian technology. Studies of the artifacts have yielded discoveries in many unrelated fields, providing a whole range of improvements to existing technology. The most important technologies humanity recovered were aneutronic cold fusion reactors, plasma thrusters, gravity manipulation, shield generators, and psionic rift drives. Psionic rift drives are the least understood; their functioning is based on rules outside the laws of physics. They can be built and operated, but their extremely high cost prevents them from being mass-produced.

Advances in computer technology have slowed considerably. As computer systems became more and more powerful and complex, researchers started running into inexplicable patterns of energy waves running through the system, interfering with the system's functioning and leading to erratic behavior. The same pattern has been observed in every sufficiently complex computer, regardless of architecture or information carrying or storage method. Electronics, light-based computers, quantum computers, no system is immune. The net result is that there is a limit to the processing power of useable artificial brains. No stable AI has gotten anywhere near the level required to mimic human functioning, learning abilities, or decision making and the most advanced ones suffered serious mental problems. As a result research, warfare, and many other fields still rely heavily on human minds. Assembly line robots, repair robots, combat drones, and autonomous vehicles are currently the limit of reliable AI development. This does not actually mean powerful AI can never be created, but it will be highly unstable and for all intents and purposes, useless, or even dangerous.

Science and Magic

For centuries, the Scientific Method has been one of the pillars supporting societies. The discovery of magic as a functional, powerful force sent shockwaves through the scientific community and caused many to

second-guess their previously-held convictions. While some forms of magic can not easily be analyzed by those without access to it, other forms of magic, such as wizardry, can be studied by keen minds. Thus far the scientific community has had little luck in performing proper scientific analysis of magic, though on a basic level, patterns and principles are reasonably-well categorized. A small number of researchers have changed profession and become full-time magic students.

On Altair, research into magic had always received far more attention than attempts at scientific progress. In a way, magic was Altair's version of science, at least for some. When some communities on Altair gained knowledge of modern science, some sought to acquaint themselves with it. In turn this allows these individuals to explain magic to the scientific community.

Magic and Travel

To the worlds without magic, the discovery of magic offers opportunities for new forms of travel. To worlds with magic, the discovery of other worlds offers new locations to travel to.

Teleporting

Some spells exist that can assist with travel, by temporarily eliminating the need for fuel or reaction mass, or by allowing faster-than-light travel. However, some complications became apparent. Teleportation and related spells function fine planetside but are unable to take their casters further than at most a thousand kilometres above their planet; useful for boarding a ship or station, if the spell is accurate. Inadvisable, if it is not.

Magic has not nearly proliferated past Altair enough to have a major impact on large-scale economic processes. Mining, manufacturing, retail, and services are all still performed the 'traditional' way (the exact manner differs between planets and factions). However, magic, especially teleportation, allows businesses to spy on or even sabotage each other - large companies are likely to have protections against magic travel such as teleportation or planar travel in their most crucial areas.

Notes on Teleporting

The ability to teleport directly between planets explicitly does not exist in this setting. Should a GM decide to include it regardless, the consequences for travel and tactics would be immense.

Teleportation involves adjusting the traveler's speed to match that of the destination's frame of reference. From a physics standpoint, teleporting long distances across a planet's surface results in a massive change in speed for the teleporting character since they need to remain stationary in relation to the ground. (For example: If a 70kg character were standing on Earth's equator, then teleported to the opposite side of the planet's equator and their speed was not altered, their speed relative to their surroundings would be twice that of the Earth's rotation, for a total of 926m/s.

If they were especially unlucky they would hit the nearest wall with a force of 30 megajoules, equivalent to 6.4kg of TNT.) By that reasoning, teleporting onto a moving aircraft or a ship in orbit would be less of a problem, as long as one accepts that the ship's deck counts as 'ground' for the purpose of the spell's ability to set a character's speed to zero relative to it. Still, teleporting onto an aircraft or ship should be attempted only with higher level spells that have perfect accuracy.

Planar Travel

Usually, alternate planes of reality will have similar dimensions and mostly the same rules as the material plane, at least when it comes to distances and travel - though there is no guarantee that there will be a jump point network in every plane. Celestial objects will be in the same locations as they are in the prime material plane, with roughly the same geography. In those cases, interplanar travel, through spells or abilities, allow travel to a corresponding location on a different plane. Such planes are referred to as planes 'parallel' to the material plane. If the target location on the destination plane is blocked, travelers will be deposited in the nearest available space in said plane. Spells and abilities that allow travel between planes and allow any destination on a target plane are in fact limited to the planet they were cast on.

Planes that do not follow a layout parallel to the material plane - for example pocket planes - can only be reached from a single planet. Should a plane contain an entire universe of its own that is not parallel with the material plane, it is referred to as a 'perpendicular' plane of reality, and one can speak of an intersection of realities. Such an intersection is limited to a single planet or other celestial object of which a version exists in both realities.

It may be possible to build ships that can travel to a different plane of reality rather than a different star system. The question is, would you really want to? Some hopefuls suggest that alternate planes exist where distances are shorter, or where laws of physics are different, allowing faster travel - if that were true, locations on such a plane would not correspond with locations in ours; using that plane as a shortcut between destinations would therefore be impossible. No

maps are available of alternate realities, though a handful of pocket planes are catalogued on Altair.

Information

Communication across star systems occurs via a network of satellites that carry most civilian communication and mass media. Information travels at the speed of light, so in order to communicate with other star systems with any reasonable speed, stations or ships are positioned at jump points. These ships receive transmissions for a number of days or hours, depending on capabilities, and then jump to the star system on the other side of the jump point. Then they transmit that information to a nearby buoy, which in turn relays it to the local network. This results in an average communication lag of a day between 'adjacent' star systems. Many governments censor media from



ship making a rift jump

some or all other cultures. In more civilized areas this takes the form of simply banning a certain program or media channel through legal action. In harsher areas, the preferred method is using censor satellites, large installations that are equipped with massive fusion reactors and powerful jammers. The radiation emitted from these satellites is so intense that ships cannot approach them while in operation, or risk killing the crew. Military-grade communication systems are not affected by censor satellites unless they get within tactical distances. It is rumored that communication methods exist which can transmit straight through jump points.

One important difference with a regular fantasy setting is that once they have access to mass media, characters can quickly acquaint themselves with the politics, technology, and history of the setting. The reliability of information varies, but for the most part characters will know what to expect from explored cultures. Access to mass media is only reliable in settled star systems of course. In unexplored areas, or those controlled by tyrants with censor satellites, they are on their own. There is a communication network that functions similarly to the internet. Capitol worlds have servers that host copies of sites on other capitol worlds. The information on these servers is updated once every day on average. Communication faces similar lag. Ships do not have access to this network, unless they are specifically part of it. Large cruise liners have dedicated communication arrays and server rooms for this purpose.

Economy

The interstellar economy for consumer goods is dominated by large manufacturers that flood the market with cheap mass-produced items. Smaller manufacturers operate locally, between the cracks, and do not generally have the resources to export large quantities to other planets cheaply. Until the war started, the market and industry had been stagnant for decades, with manufacturers forming cartels, for a long period allowing them to produce virtually unchanged products, make easy profits, and maintain a ridiculously wasteful economy overall. During the war most worlds' economies were devastated. This forced citizens and smaller companies to shift to recycling and repairing items, and by the time the war ended, the economy had gained a number of smaller players that were less wasteful, put out superior product, or were able to sell for less. They still do not dominate the market but are nonetheless available to those who know where to look. High quality or unusual wares are also available on large trading ships which travel between planets with their escorts.

Weapons and Mercenaries

There is an immense surplus of weapons and warships from the last war. Militaries do not generally want to bother with ships that are not of their existing classes and mercenaries are considered a useful addition to the economy so they are tolerated. Trading in weapons and ship systems occurs on space stations and

spaceports. Different weapons and systems have varying legal statuses and anyone seeking to operate powerful weaponry will be investigated by the authorities, depending on how much they care. Basic laser cannons are completely legal for anyone to own, while neutron cannons are completely illegal. Most weapons are somewhere in between, requiring paperwork and/or bribes to buy legally. These bribes are included in the equipment's price, a higher price sometimes means legal hurdles, rather than the weapon actually being more expensive. All prices listed in the module correspond with properly functioning items, whether they are used or new.

The rule of law generally extends only to a planet's orbit. Beyond that special forces and militaries take over. Mercenaries are not allowed to fly warships into a capitol world's atmosphere. They will be scanned or inspected, and directed to dock at an orbital facility. (Failure to comply will be met with a violent response. Some authorities will not give warning.) Mercenaries are otherwise tolerated and hired on a per-job basis provided they have not run afoul of the law. Mercenaries' past performance is recorded and taken into consideration for future employment.

Star Systems and Interstellar Travel

The known setting is comprised of a number of star systems, connected by jump points. These jump points are located at the edge of each star system, beyond the orbit of the outermost planets. Jump points are difficult to detect and ships rely on accurate maps to find them. New jump points are difficult to find and it is possible for new jump points to be discovered in sectors that have been well travelled for decades. It is generally assumed that this network of jump points spans the entire galaxy and perhaps other galaxies as well; the remainder of the jump points merely having not yet been found.

Some star systems, though technically discovered, remain largely a mystery. Jump points leading into these systems have been found, and ships have been sent to investigate. However, these ships either did not return, or their findings were kept hidden from the general populace. Either way, information on these systems is not publicly available. Beacons near the jump points warn travellers against entering, and in some cases the jump points are actively guarded, though whether this is to keep things out or in is not revealed to the public.

Jump points are actually large areas in space, thousands of kilometres across. They form the endpoints of wormholes between star systems, slightly separated from our reality. Ships wanting to make a jump must enter that area and discharge the capacitors of their gravitic cruise drive. This causes the ship to be shifted to the direction of the wormhole entrance, nearly instantly moved through, and deposited on the other side, back in our reality. The jump point is psionically sensitive and will not activate for ships not crewed by organic minds. Exactly what constitutes an organic mind is up for debate. Psionics and magic users entering

a jump point area will hear faint singing and music; echoes of ships that passed by countless eons before, or will in the future as time means nothing inside a jump point. Because automated ships can not pass through jump points, there are in some places 'jump services'; large crewed ships that take on robotic cargo ships, jump to the other side, and release the robot ships again to continue their journey.

Due to the rotation of the galaxy, time passes more slowly closer to the rim. While this is hardly noticeable in the scope of a human lifetime, an instant point-to-point connection between two places where time passes at different rates could eventually result in unwanted temporal effects. The jump point system adjusts for this so that the exit point moves in time at the locally appropriate rate so that ships can never travel back in time.

Technology is limited by the laws of physics, and moving matter faster than light is something it cannot do. Psionic rift drives allow instantaneous travel between star systems, but are for all intents and purposes magic items. (Though the means to create them rely primarily on technology, and everyone except magic users and psionics considers them simply pieces of technology.) Rift drives have a special place in military strategies and tactics. They exist in such small numbers that using them to move large forces quickly is not possible, but they still allow small forces to bypass jump point defenses and strike anywhere if also equipped with stealth systems. This forces defenders to maintain rapid response forces in their star systems in addition to forces guarding jump points and planets, resulting in either a very large military, or a thinly-spread one. The number of rift drives an enemy fleet has is a major factor influencing the defensive stance of a fleet. As such that number is a closely-guarded secret of any fleet, ships equipped with rift drives are invariably also equipped with stealth systems, and their movements are never revealed to the public. Rift drives are prohibitively expensive and the bulk of all travel relies on existing jump points.

Travel times are measured in hours or days between planets. It takes on average a week to cross a star system. Jumping through a jump point takes a single round of subjective time.

Planets

All of the known star systems have at least one habitable planet, with conditions perfectly suited for human life. There are very few who insist that this is a coincidence but on the actual explanation for this situation many disagree. There are religions that claim the planets were created for humans while the scientifically accepted explanation is that the planets were terraformed by an intelligent species. Since humans evolved on one of these planets, they can survive on all of them.

Planets do not have populations in the billions - a planet with 50 million or more citizens is considered a capitol world. Most planets have colonies with a population of a few million or less. Older colonies tend

to have multiple cities spread across a continent, while more recent colonies tend to have one or two cities, with a number of outlying industrial or mining outposts. Four planets are described in detail. Rather than all being the main factions' homeworlds, they are planets that are unusual in a way. Less notable planets are listed with the faction that controls them.

- Altair is a mostly pre-industrial world in the process of incorporating advanced technology. It is the home of the Altarian Admiralty. Magic and the supernatural has a presence in many places on the planet.
- Recrementum is a world not officially discovered by the other worlds, and has not developed advanced technology. Various off-world factions have used the planet to dispose of unwanted waste and people, and performed destructive or disruptive experiments there whose effects remain.
- Tajano is a planet of ruins, jungle, wasteland, and Living Machines, marginally controlled by the Kurion Empire. Two included missions take place on and near this planet.
- Yumyrkos is a world with territories owned by the Corinthian Hegemony, the Kurion Empire, and the Vikali Union Remnants. An uneasy peace has settled on the planet, though it is also a minor tourism hotspot.

Psionics

Psionics remain mostly not understood in the setting but the most commonly held belief is that psionic energy relies on a dimension parallel to our own, yet slightly shifted in an unknowable direction. In that dimension, there are no spatial or temporal coordinates. Everything that ever existed, anywhere, anywhen, exists in one singular point in time and space. This allows thoughts, energy, and matter to 'leak' into the psionic dimension and back into our own at a different location. It is assumed that this is how psionic rift drives function. Psionically sensitive individuals are usually called Psychics in the setting, and are rarely taken seriously.

Aliens

Alien life exists on many planets. A number of planets have unique ecosystems, but many others have ecosystems that support human life - these ecosystems are so similar, scientists assume they were seeded by a civilization. Analyses suggest different times for each planet, based on the genetic differences between similar species on different worlds. However, something scientists have not been able to adequately explain is how the majority of such planets show nearly identical patterns of atmospheric change - analysis of bubbles in arctic ice indicates oxygen and carbon dioxide levels have risen and fallen at the same time on different planets, regardless of volcanic activity or plant life. A small team of mages from Altair claim microscopic magical portals between worlds effectively create a single shared atmosphere - this claim has been broadly rejected by the scientific community but is hotly debated nonetheless.

Intelligent alien life has not been encountered, but several ancient derelict starships have been discovered over the years, and the most widely accepted explanation is that these were built by aliens. Various museums exhibit reconstructions of the alien crew, but these are based on guesswork and considered more a tourist attraction than scientific theory. The star system 'EG-14' is home to a hostile civilization which attacks any approaching ships and ignores all hails. No contact has been established and no successful scans have been made, therefore what species they might be remains unknown.

The Divine

There is no shortage of religions but none are proven to be true - or false, but most religions claim to be the only true religion with all others being false. Priests insist their magic is granted to them by gods, and no one can prove them wrong, but the Gods - if they exist at all - do not interfere in mortal affairs openly. Because any Gods that exist do not openly act, their capabilities are unknown. It has been suggested that religions that grow sufficiently large or become radicalized gradually gain spellcasting clerics, their 'God' being an entity representing the collective will of its people, reflecting their values in the domains made available to its clerics. This theory has, like all others, neither been proven or disproven. Religions that include spellcasters have thus far been unable to spread to other planets (though not through lack of effort).

Divine casters dedicated to preserving nature - primarily but not exclusively druids - face an extremely difficult challenge on technologically advanced planets when they make them their business (which they do). While clean technologies for power generation and recycling are readily available, their 'dirty' counterparts are, too - and usually cheaper. Not only that, but the ecological devastation left over from the last war is immense, with entire continents on planets turned to wastelands and Living Machines ravaging the ecosystems they infest. The most extreme case of environmental destruction is Tenebre, which the Kurion turned into a caustic, poisonous nightmare through the reckless use of weapons of mass destruction. Druids have found numerous supporters among the populations of developed planets however, who despite invariably being a local minority, still provide valuable support and potential future recruits.

Politics and Power

The political and military standoff involves three sides. The Kurion Empire, the Corinthian Hegemony, and an alliance between Haziath, the Altarian Admiralty, and a collection of smaller players such as the Rovigo remnants. These three sides are not evenly matched. The Corinthian Hegemony's space forces are large, with a significant power projection capability. The Kurion Empire has an immense ground force, and a large number of weak spacecraft. The alliance is the weakest, with a smaller number of ships spread across a number

of independent fleets. Most importantly, the alliance does not fully cooperate and corrupt and populist politicians constantly frustrate the development of closer ties. For the time being the Kurion and Corinthians effectively keep each other in check; if either ceased to be a threat, the other would be able to threaten the remaining factions.

Trade exists between the sides, but is subject to constant trade embargoes, sanctions, and tariffs, making it a difficult and frustrating affair to the companies involved. Economically, the Kurion Empire is barely relevant, the Corinthian Hegemony is a colossal catastrophe in progress, while the factions that make up the alliance are a mixed bag, ranging from economically vibrant to hopelessly stagnant.

Cultural exchange between the three sides is practically nonexistent on a large scale. The Kurion maintain a complete censorship of all foreign media through jamming, and do not allow communication across its borders. Corinth outlaws everything that does not comply with state ideology, and there is very little appetite for Corinthian culture outside of Corinth. The only significant cultural communication occurs between the factions that make up the alliance, and much of it involves modern ideals making their way to Altair.

There is no central organisation through which factions can maintain dialogue, nor is there much dialogue between opposing factions directly. The existing set of agreements is rarely altered, and controls trade and movement of citizens between major factions. Smaller factions enjoy more flexible relations with one another.

Factions are not all on an equal footing in terms of technology. While most modern technology is available to anyone with the credits, a faction must have an advanced manufacturing basis, a highly educated workforce, and a functional economy for advanced technology to be more than a gimmick for the wealthy. Therefore, differences in economy and culture have a major impact on the fighting forces of factions, even if the technology theoretically available to them is roughly comparable.

Governments of capitol worlds typically lay claim to the star system they are in although enforcing law across an entire star system is essentially impossible. Smaller planetary governments only claim the planet they are on.

Major factions control one or more star systems each, rarely more than a few. There are usually garrisons near jump points and in orbit around capitol worlds. Smaller colonies will rely on fighter garrisons on their planet, small stations in orbit and a handful of small starships to protect their immediate surroundings. Most resources are mined on the planets themselves, except for rare materials required for ship construction and fusion fuel, which are mined from asteroid belts and gas giants respectively.

Factions

- The Corinthian Hegemony, an economically stagnant, militaristic oligarchy. The Hegemony uses a combination of advanced technology and human wave tactics to overwhelm foes.
- The Kurion Empire, a small number of powerful 'nobles' who control millions of slaves through cybernetic torture implants. Their military relies on outdated equipment but can throw huge numbers of troops at the enemy.

The Alliance, primarily consisting of:

- The Altarian Admiralty, a joint military belonging to a group of nations on a mostly pre-industrial world. They rely on inferior technology but make up for those deficiencies with magic. The Admiralty can also call upon its mage guilds to provide additional ships.
- Hazioth, a relatively egalitarian and prosperous society whose parliamentary democracy has become dysfunctional. Hazioth relies on a small, high-tech military and alliances with other factions.
- The Rovigo Remnants: the survivors of the Rovigo system, which was largely annihilated by the Kurion. They have no central government and their militia is comprised of 'anyone who has something that flies and shoots'. The Rovigans are only united against external threats; internally they are dysfunctionally divided and sometimes come into open conflict with each other.

Miscellaneous

- Demons/Devils. The collective term for beings that defy laws of biology from another reality. They operate unusual ships and perform violent incursions into inhabited star systems. (They are actually two factions, but this is not known to most, and they are lumped together in the media.)
- Patchers. A loose collection of trading communities, each with their own large transport ship, escorted by a small militia.
- Pirates. A recurring phenomenon, not actually a faction. Target ships, cargo, and crew and passengers are all sold afterwards.
- Factions whose reach is limited to the immediate area of the planet they are on, are in their planet's description.

Explored Star Systems - Map and Navigation

Jump Points Within Star Systems

Jump points are located at least 50 astral units or 7 light hours from a system's central star. Average travel time between two jump points at opposite ends of a star system is 7 days, at average cruise drive speed of 8.33% of light speed. Jump points are located on a star system's orbital plane, in the general direction of the jump point destination. Jump points do not orbit, but as stars gradually move relative to each other with the passing of eons, it is possible that the jump points

move with them, maintaining an 'intuitive' position.

Rift Drives

Using a rift drive requires travelling at least 50 astral units from the system's central star, the exit point is a similar distance from the target star. The operator can decide where on the perimeter the ship arrives. The target location must have been previously visited by the rift drive operator or appeared to them somehow. Rift drive maximum range is 127 light years, +30 light years if the operator is psychic. Distances are calculated from the center of the system (star systems are not drawn to scale). A ship equipped with a rift drive can reach any point in known space from any other point in known space in a single jump, ranges only become relevant when jumping to locations not on the map.

Some factions may place legal limitations on interstellar travel through jump points, or even using rift jumps, but those laws are practically un-enforceable. Less scrupulous governments or powerful companies may use such laws as an excuse to seize assets they covet - rift drives especially are highly desired.

Entry Detection

A non-stealthed ship entering through a jump point, or psionic rift, can be detected by other ships in the area. To detect a stealth ship entering, the other ship will need to be in tactical range of the entry point, a distance so small in the scale of a star system that such a situation will practically never happen. The detecting ship will also need an advanced sensor array and a capable operator.

Star System Jump Network Theories

The known star systems span an area of space that contains systems not linked to the jump point network. There are a number of theories as to why these systems are not linked. Because any radio signals would reach the neighboring star systems in a few years, and none are detected, it's widely believed that the star systems between the 'linked' ones have no advanced civilizations; only a few believe that there are 'hidden' societies. Most agree that the jump point network is not a natural phenomenon and must have been artificially created. Unmanned probes have been sent to multiple star systems but will still take years more to reach their destination. Long-range scans and analysis can detect and categorize planets, including the plausibility of life, but little more.

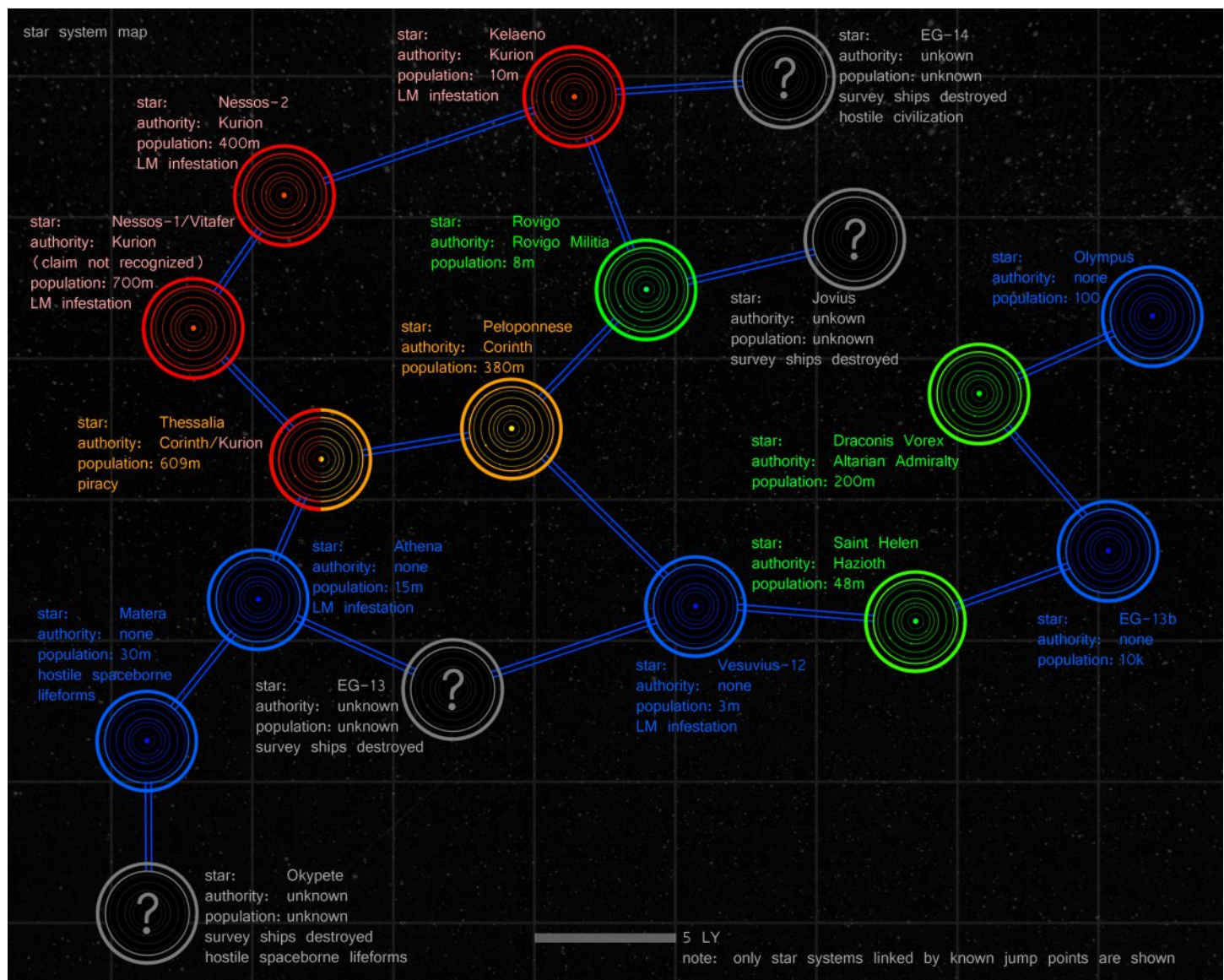
Most agree that life - in the form of biospheres capable of supporting human life - has spread through the jump point network in the distant past, though whether this was the network's purpose, or merely a side-effect is hotly debated. The presence of one or more such biospheres in many star systems suggests major engineering projects, not evolution. This theory has become more popular in recent years, after Altarian mages claimed atmospheres of multiple planets may be magically linked through numerous microscopic

portals, with ecologists suggesting that this allows biospheres to recover from otherwise catastrophic ecological damage.

- The most widely-held belief is that most jump points have simply not been discovered yet. Jump points are extremely difficult to find, generally they are discovered by chance. A minority of conspiracy theorists believe that the locations of many jump points are kept secret by the governments, either to maintain the economic status quo, prevent military complications from new attack routes, to claim the economic benefits for the wealthy elite, or even to build entire 'perfect' societies in secret.
- Another theory is that the star systems in question are simply not linked, period. It could be that the cost of creating jump points was too great for all star systems to be connected, or perhaps it was simply not deemed necessary. A subtheory holds that there were once jump points to these star systems but that these have since vanished.
- A less common, but more exciting theory is that there are multiple separate jump point networks, that exist parallel to each other. Theories include that in the

'alternate' network or networks, life exists that is so alien it can not be identified as such or detected, possibly even being fundamentally unable to coexist with 'normal' life. The most extreme version of this theory holds that space itself is different in those areas, and beings from 'normal' space and 'alternate' space can not cross into the other's territory without suffering major negative effects; the separate jump point networks would then exist to allow multiple forms of life to thrive safe from each other. Jump points provide a near-instant travel method, but constantly adjust themselves to match time dilation due to the rotation of the galaxy. (The effect is extremely minimal, but still a fundamentally important aspect of the network.) It is theoretically possible that an alternate network could exist in a separate 'time zone'.

At the end of the day, the vast majority of citizens on any planet are not concerned by theories of jump points or networks. For most, their interest does not extend past media products such as horror and action movies where the 'creators' return to end the experiment, start anew, or simply to take measurements.



Faction - Altarian Admiralty

The Altarian Admiralty is a joint military organisation tasked with defending the planet Altair from external threats. It relies on technology that is obsolete compared to that of more modern factions, but is in the process of modernizing its forces. In addition, it has convenient access to magic, granting some advantages in ship to ship battles. The organisation is backed by a number of nations on the planet; the majority of states on the planet do not support the Admiralty, though few openly oppose it. The Admiralty has no authority to act on the behalf of Altair, but as it is the primary spacefaring faction on the planet, it effectively functions as such. It is also not allowed to intervene directly in conflicts between nations on Altair. But, should a member state be attacked or threatened, it is likely ships contributed by the threatened country will be called upon to defend it. Whether or not this will be accepted by the other countries or result in the unraveling of the Admiralty is uncertain.

History

The Admiralty is an unusual and unlikely phenomenon on Altair. It is a military alliance of nations with vastly different goals and values, that ultimately punches far above its weight but thus far has managed to hold its own. How long the Admiralty would be able to hold off a full-scale invasion is uncertain, but the mere fact that warships stand between Altair and a potential invasion force is an achievement, and cause for optimism.

The seeds of the Admiralty were sown when a Hazieth science vessel, the HSV Illumination suffered a rift drive misfire and crashed on the pre-industrial planet Altair in the kingdom of Erianth. Most of the crew survived, but the ship's core systems were damaged beyond repair. The survivors made contact with local villagers, and with no way home, eventually settled down. To the local community they brought knowledge of advanced technology and engineering expertise, in

addition to a number of still functioning items from the ship's wreckage. In time, this led to a partial industrial revolution that has since spread to many regions of Altair. Though times were peaceful, the crew warned the authorities of potential enemies from other planets, such as the Kurion Empire and Corinthian Hegemony, but those warnings were initially not heeded.

Then one day, small groups of scouts were encountered in Rhaokon, gathering information on kingdoms, military and magical capabilities, and supernatural beings. These scouts were found to be part machine and part man, and all were slaves; tormented, broken souls forced to march across the stars against their will. It was discovered that they rode to the planet in black flying insects, each the size of a barn, armed with rays of fire and harder than steel. Brave adventurers defeated the slave soldiers and destroyed or captured the flying machines.

The computers on these ships were set to fry their memory cores in the event of capture. The same was true for the cyborg crew, with horrifying results. Under normal circumstances, no information would have been recoverable. But, those who sent the scouting party had not foreseen the mages and priests of Altair using magic to bring dead cyborg slaves back to life, or to talk to the corpses. From them the Altarians learned of the Kurion empire, their thirst for conquest, their brutal and horrific rulership, and their inevitable invasion. Armed with this knowledge and warnings from the stranded Hazieth scientists, a number of nations on Altair began to organise a defense force, which would become known as the Admiralty. Fortunately for Altair, none of the scouting party escaped the planet to report back to the Kurion, and were presumed lost. It was only because the Kurion Empire was preoccupied with other matters that no further scouting parties were sent for years to come.

When the Admiralty was founded, initially only Cadaumos, Erianth, and Jerayni signed up. Cadaumos supported the economies of Erianth and Jerayni while



Altarian Admiralty dreadnoughts in planetside drydock

the latter two initiated a grand construction project building shipyards, ships, and ship systems - all at great expense. Seeing the benefits of a collective defense, as well as modernization and industrialization, other nations started joining. Raymond Odell, king of Rhaokon, a militaristic rival nation bordering Erianth, initially reacted with hostility to what he perceived as a strategic threat growing on his kingdom's borders. To prevent Rhaokon from embarking on an arms race, the Admiralty offered it membership. King Odell reluctantly accepted, but his loyalty to the alliance is not assumed by the others. Asondra also joined, and set aside a significant portion of its national budget for the construction and maintenance of ships, hoping that the increased business and trade routes would compensate for the cost. Their membership has added to the Admiralty in a good way, increasing the size of its force and budget, but inside Asondra support for Admiralty membership is waning. Erianth has been offering more and more economic incentives for Asondra to remain within the alliance - thus far successfully, but at some point king Seidman will have nothing left to give, and the largely inept bureaucracy that governs Asondra will end its membership to the alliance. More recently Cadalicien, an extremely isolationist country, was allowed to join because that meant more work for the Erianth shipyards and more ships for the Admiralty. Cadalicien has since proven to be a bothersome ally due to its utterly incompatible culture. In fact, it refuses to interact with the outside world except through highly formalized dealings, and this applies to ships as well. The Admiralty in its current form is lopsided, with ships from several nations only cooperating and abiding by the letter of the rules of the alliance, while leaving its spirit by the wayside.

The Admiralty has thus far only been engaged in minor skirmishes, where Erianth and Asondra ships destroyed Kurion stealth ships that attempted to approach the planet undetected. The performance of the Admiralty dreadnoughts against small, fast-moving ships was initially poor due to the primary weapons' poor accuracy at long range. Magic-powered sensor towers have since been installed on all of the dreadnoughts, and mages have been added to the crews of most ships.

Command Structure

The supreme commander of the Admiralty is, unsurprisingly, an admiral. This admiral must swear an oath to defend all member states equally, and not favor one over the other during internal conflicts. The admiral is aided by a dozen advisors, to whom specific tasks are delegated; still, the admiral

bears full responsibility. Below the admiral are the dreadnought captains, and below them are the officers and crew of each ship. Usually the command crew of each dreadnought are noblemen from the country that funded or contributed the ship, while the rest of the crew are commoners from that country. Intelligence answers to the admiral, but operates almost entirely independently within the parameters of its mission objectives. The noblemen in charge of the various ships tend to react poorly to being commanded by commoners and also have a habit of contacting their king for approval of orders, drastically increasing response times. Smaller craft, especially support ships, are more often commanded by commoners, as such a position is viewed as lacking in prestige.

Forces

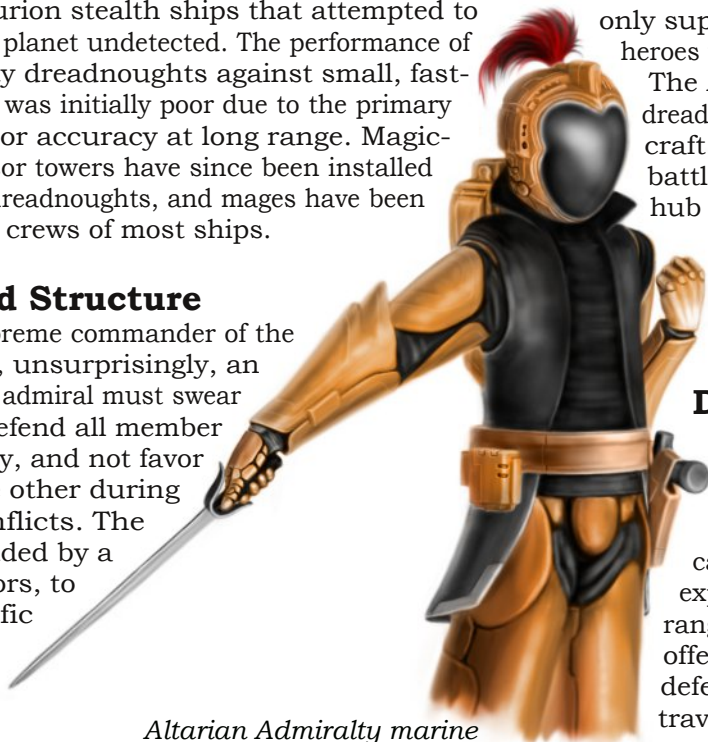
The shipwrights of the Admiralty's nations have only been building ships for a few years and are still in the process of learning how to use the various technologies now at their disposal. Lessons learned during the construction and operation of ships allow designers to make each new ship an incremental improvement over the previous one. The result is that no two ships are alike, even though they follow the same basic design: A thick steel hull roughly seven hundred feet in length, with several large turrets and a jumbled superstructure on both the dorsal and ventral sides. Contrary to popular belief, these ships can not land in water. The first ships were built with a ramming prow but proved too cumbersome for these to be practical.

In a planetside battle, the Admiralty has (due to its limited troop transport capabilities) to rely on locally stationed forces, which are for all intents and purposes, soldiers and peasants with medieval equipment. If Altair were to be invaded by mechanized ground forces, only supernatural beings, spellcasters, and skilled heroes would be able to mount an effective resistance.

The Admiralty currently maintains a fleet of 16 dreadnoughts and approximately 80 smaller support craft ranging from shuttles to tankers. A single battle station, 'the Sky Fortress' is the logistical hub for all Admiralty operations near the planet, as well as the transfer and trading station for all goods going to and coming from Altair. The fortress sits in geostationary orbit to the southwest of Garalis.

Doctrine

The Admiralty has access only to a limited set of technologies, which limits the tactics and strategies it can employ. The dreadnoughts are slow, have no stealth capabilities, and most are armed with chemical explosive cannons, which are inaccurate at long range. As a result, the ships are poorly suited to offensive roles. They are primarily tasked with defending the planet at close range, and rarely travel outside the star system. The Admiralty's



Altarian Admiralty marine

support ships allow it to transfer personnel and small units of ground forces, but not in large enough numbers to mount invasions. A program is underway to buy fighter craft, but because there are no carriers to base them on, the Admiralty will only be able to use them defensively.

Admiralty Intelligence is responsible for both offensive and defensive espionage. With an arsenal of magical tools and supernatural beings at its disposal, it is more effective at offensive operations than any other intelligence agency. Unfortunately, due to the small number of agents (less than 300), and the fact that most of the planet falls outside its jurisdiction, it is at a severe disadvantage when on the defensive. Its key mission is predicting enemy movements and nonstandard invasion attempts.

Social Issues

The Admiralty is officially not allowed to discriminate against non-humans or supernatural beings but such recruits will rarely be allowed to advance to positions of authority. Officially the Admiralty is to promote personnel according to merit. The reality however is that the various nations supporting the Admiralty consistently push members of their royal families into positions of authority within the Admiralty. This has resulted in a significant percentage of incapable commanding officers. Aside from reducing the tactical effectiveness of the fleet it also results in a frustratingly slow and unresponsive chain of command, as princes and other high ranking nobles will rarely accept orders from commoners, and will almost always confer with their superiors in their home kingdom to ensure orders do not conflict with the interests of the throne. Historically, nobles have gone into battle bearing their banners, expecting to at worst be taken prisoner and ransomed, never killed because of their worth. In the bowels of the ships crew members snicker that the command chain will straighten itself out by the nobles abandoning their posts en masse once they realise space battles follow different rules. Sexism is common among the lower ranks, less so in the command crew, where wealth and nobility are much more important. Because of the wide range of beliefs among crewmembers, the Admiralty does not restrict religious practices on board, provided they do not interfere with operations. On Jerayni ships however, crewmembers practice the religion of their culture; no others are allowed. When it comes to sexual orientation, the Admiralty has no policy, but the cultures of the member states tend to be unfriendly at best towards non-standard sexual relationships.

Funding

Most of the Admiralty's budget is funded by its member states directly, though member states prefer to contribute by providing ships and crews directly, allowing them to build their own industrial base and maintaining control over a portion of the Admiralty's forces. Noble families and wealthy merchants also fund the Admiralty to a degree, but their contributions are sporadic and come with strings attached. The Admiralty also charges a small percentage in tariffs on imports. This is a highly controversial issue, because it affects many nations that are not members of the Admiralty. The official explanation is that the Admiralty's defensive actions benefit everyone on the planet, and as such everyone should be willing to contribute at least a small amount.

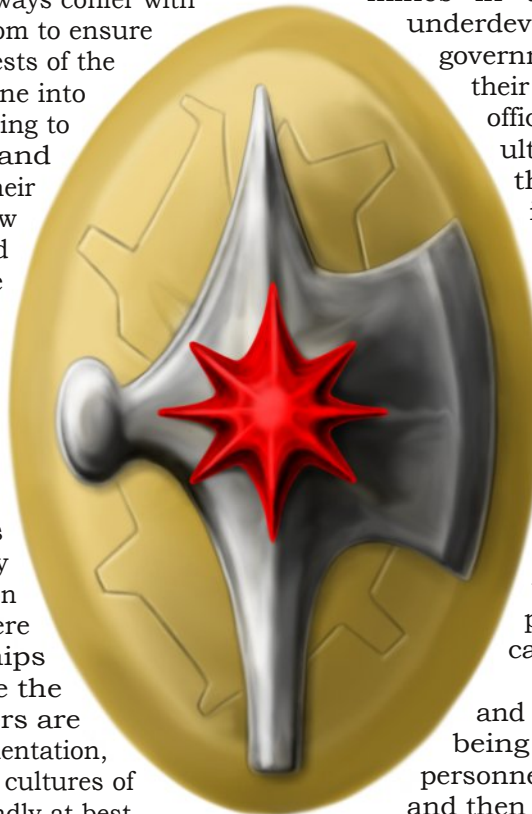
Member States

The nations that created and maintain the Admiralty are overwhelmingly dominated by humans with only a single elven nation being an official member. One of the founding principles of the Admiralty is that it may never be used to attack a nation of Altair, member or not, but there is considerable mistrust against it, in no small part due to past conflicts.

Asondra

Asondra is a nation of 500.000, that has historically been plagued by corruption and poor decision making. Despite having some of the most fertile land and rich mines in the region, it suffers from an underdeveloped economy. Many members of government, while not malicious, obtained their position through contacts with other officials, creating a large, inefficient, and ultimately incompetent administration that through bloated bureaucracy, indecision, and poor planning holds back development of potentially prosperous regions. The capitol is Sandura, an impoverished city of 30.000. Despite the economic hardships faced by the citizenry - even the nobles are considerably poorer than their counterparts in other countries - Asondra citizens have a reputation for being welcoming and friendly. The population is predominantly human, with a minority of other races, primarily located in the slums of the capitol.

The military of Asondra is small and suffers from poor discipline, despite being well-funded and equipped. Its personnel are known to sell their equipment and then claim it was lost during battle, and bribery makes them unreliable during crises. As a result, the Asondra government relies on alliances of convenience, bribery, and economic



*Emblem:
Altarian Admiralty*

pressure to maintain a regional balance and avoid open conflict. While this has gained the nation a reputation of cowardice, it has also resulted in many years of uninterrupted peace, even if that peace meant making costly and humiliating compromises.

Asondra only joined the Admiralty because it would open new and profitable trade routes. While that did happen, the cost of supporting the Admiralty proved slightly more expensive than revenue from the new trade routes. Because of the net cost to the government, opposition is mounting to Admiralty membership. Currently the government is divided on whether or not to quit the Admiralty, a move that would alienate the other Admiralty member states, several of whom Asondra trades with. Other Admiralty members are constantly influencing this debate by promising lucrative trade routes, but have largely written off Asondra as a long-term partner.

Another, less public reason Asondra joined the Admiralty is because all members of two of its dominant noble families, the Crowfields and Bonleys, have been having repeated, shared nightmares of a terrible being from outer space. This being would come from a rocky sphere, descend upon the country, and cause its citizens to claw their eyes out before turning on each other until none are left. The hope was, that through the Admiralty, Asondra could find the creature and kill it, finally granting its noble families peace. These two noble families are among the ones who initially pushed for Admiralty membership, and still genuinely want Asondra to remain a member. But, other families and the government are not aware of this motive, nor would they take it very seriously if they knew. As the Crowfields and Bonleys find their wealth dwindling, their influence declines with it, causing Asondra to gradually lean away from the Admiralty.

Cadalicien

This geographically large nation of 500.000 has a long but largely uneventful history, having not undergone any changes in all its time, and only occasionally having to defend itself. No foe has ever attempted to attack more than once. Cadaliciens follow what they call the 'Artful Tapestry': a script, which dictates acceptable parameters for the existence of each individual, and their society as a whole. This determines what citizens may eat, say, think, do, and use. Magic, technology, resources, interaction with each other, all aspects of life are strictly directed. In return for adhering to this strict script, Cadaliciens never fall ill, are stunningly beautiful (by most common definitions), and are always in peak physical condition. The tapestry started 731 local years ago, and is scheduled to run for another 171 years. It is not known what will happen afterwards. Citizens who deviate from this script too far lose their beauty and health, becoming at first glance 'normal' humans. Soon thereafter however, decay sets in. Over the course of several weeks, the individual's organs fail as they become a withered husk, and finally die. Scientific analysis indicates that Cadaliciens suffer from an extremely degraded and inbred genepool;

by all biological rights they should not be alive. It is assumed that the Tapestry keeps the Cadaliciens alive.

The exact rules of the Tapestry are known only to the Cadaliciens, but some basic rules are known to outsiders. Citizens may eat only food grown on the nation's soil. This includes plants grown, and livestock that grazes there. Citizens may under no circumstance willingly expose themselves to foreign culture or ideas, and procreation with outsiders is absolutely prohibited. The use of magic and technology is allowed only if it is required for the defense of the nation. The net result of these rules is that Cadalicien is an extremely xenophobic and militaristic nation; foreigners are not allowed entry, on penalty of death. International trade and relations are essentially nonexistent. Cadaliciens do not consider outsiders as equals or even beings worthy of existence, but bear no malice towards them either. Instead, the outside world is viewed entirely pragmatically: Everything that is not a threat to Cadalicien is tolerated, while everything that is or might be a threat is destroyed with extreme prejudice.

Within the rules of the Tapestry, off-world threats need to be combated, and the most efficient way to do this is through membership in the Admiralty. Initially, the Admiralty members were desperate enough for assistance that they were willing to overlook this country's attitudes towards the rest of the world. They have come to regret their decision since. Cadalicien funds and operates one dreadnought, though its construction was outsourced to Erianth. The nation's strict rules on race are applied on the dreadnought and support ships - foreign ethnicities are not allowed, let alone other species. The ship operated by Cadalicien does not respond to distress calls from ships not crewed by Cadaliciens; it is solely used for combat purposes. Because of the constant frustration and uncooperative attitudes, Cadalicien has fallen out of favor with the other Admiralty members - it is only tolerated as a member to prevent it from using its dreadnought for purposes that run counter to the Admiralty's interests.

Because of its isolationist nature, Cadalicien has very little in the way of space trade routes. It does seek to purchase more high-tech weaponry, especially vehicles, but traders have been very hesitant to do business with Cadalicien, for fear of alienating other nations. As it stands, Cadalicien does not have the infrastructure to maintain a large amount of hardware; it relies on the Admiralty for logistical support and repairs, contributing diamonds and gold to earn its keep. Foreign mass media, especially the internet, are as poison - literally - to Cadalicien, and are banned on penalty of death.

Cadaumos

Cadaumos is the most secretive of the Admiralty's member states. Virtually nothing is known about its leadership caste, aside from that they own virtually all wealth but otherwise do not actively oppress their citizens. It is Cadaumos that funded the initial push to industrialize; without their support, the other nations would have suffered a major economic crisis in the

rush to build ships. The Cadaumos elite does not directly control any ships, nor does any shipbuilding take place in Cadaumos territory. Instead it owns shipping companies that operate through other nations, a tactic it has used for centuries. While this forces it to pay import tariffs and taxes to those other nations, it also places the burden of logistical support and defense of such operations on them. The economy of Cadaumos itself is poorly developed; to outside observers it appears as a society of less than 100.000 that has barely developed past a hunter-gatherer stage. The country's leaders live in a single city built deep inside the nation's only mountain. Outsiders refer to this city as 'The City of Gold'. What the Cadaumos leadership caste call among themselves is unknown. It is not known how many there are, what the city looks like, or even if the leaders are human as they claim; all interaction with the outside world occurs via servants, magic, and proxies. Cadaumos does not maintain official trade relations with other nations, but it does not oppose or even tax trade agreements made by its citizens with other nations.

The leadership caste interacts with the outside world through a 'middlemen caste' - emotionless creatures who are part human, part stone construct. These middlemen manage trade routes, financial transactions, sign contracts, and gather information. Contrary to common belief, these middlemen are not automatons. Rather, they are beings of pure logic, who view everything as a cost/benefit equation and act accordingly, having a large degree of decision-making ability and authority. They are capable of fighting but are not usually accompanied by soldiers. The occasional loss of a middleman is considered acceptable, and retaliation against its attackers is a more effective and efficient way to maintain the security of operations as a whole.

The nation maintains a standing army of constructs, but it is tasked only with the defense of the city. In the past, whenever armies invaded, other armies were always in the way, never officially there to defend Cadaumos, but circumstances requiring them to maintain a position against the invading army. It's widely believed that this is the result of Cadaumos bribing the army commanders and governments of countries and temporarily using their armies to defend itself against attacks it anticipated. Cadaumos does not acknowledge or deny this. Against smaller threats, Cadaumos employs mercenaries. It does not directly control any Admiralty forces, and its reasons for joining the Admiralty are unknown. The most common assumption is that it is both to open up new trade routes and a genuine desire to ward off potential attacks on the planet.

Erianth

This is where the Haziioth science ship crash-landed, and most of the survivors still live. It is a human kingdom consisting of Thiaquinth, a city of 30.000 and surrounding villages of varying sizes, bringing the total population to 270.000. The current king, Nathaniel

Seidman, is a reasonably fair and just monarch and he and his circle of counselors are constantly scrutinized by both the kingdom's official mage guild, the Star Gazers, and the Night Sky, an independent order of paladins whose legal authority can not be questioned by even the king. (The paladins are investigators rather than warriors. They tend to operate at night and can freely multiclass as rogues.) The kingdom is a small player but due to its mage guild connection is able to stand up to larger empires. The paladin order relies on both traditional weapons and technology to compensate for their small numbers, and owes its position to the machinations of the local mage guild and shipwreck survivors. This kingdom is one of the founding members of the Admiralty and has contributed a dreadnought and several thousand personnel.

Nonhumans of most types are accepted, at least in public. Werereatures will find it nearly impossible to find employment, and vampires or other undead will likely be killed or at best shunned. The most hated beings however are not those with fur or fangs, but cyborgs. The kingdom has had to deal with several Kurion scouting missions and anyone with visible cybernetic parts, even merely a hand or an eye, will likely be either attacked or arrested and brought before the king as a Kurion spy. Living conditions for the peasantry are reasonable though not nearly comparable to those on Haziioth. Most citizens are aware of the nature of their world and the presence of other worlds, and it is not uncommon for citizens to attempt to buy passage on ships headed for Haziioth. The king has recently implemented several recent policies that improve the quality of life for the peasantry, in an attempt to prevent his subjects from fleeing the country.

Jerayni

An elven nation on the northwest peninsula of Garalis, and the only nation not dominated by humans in support of the Admiralty. The country consists of two major cities, Jeriva, the capitol, and Arayni, a number of smaller cities, and a larger number of small villages around the coast. The total populace is estimated at 180.000. The king's rule is absolute, but the king in turn is ruled by a set of strict laws. These state that in times of famine, the king may not eat more than his subjects, and in times of poverty, the king may not live in more luxury than his subjects, as well as various other, similar limitations. These rules are intended to ensure the king acts in the best interests of his subjects. Jerayni has seen a war with Rhaokon end 150 years ago. To the citizens of Rhaokon this is several lifetimes in the past but to the citizens of the Jerayni kingdom, being exclusively elven, it is something that happened not too long ago. The country is relatively isolationist. Foreign visitors will be treated well, provided they do not intend to settle.

The nation has a mage guild which is not a member of the mage guild alliance that the other guilds have formed, but enjoys reasonably amiable relationships with them and occasionally cooperates on large projects.

Jerayni is one of the founding nations of the

Admiralty and supports it by providing ships and parts. Ships supplied by Jerayni share basic designs with those of other nations, and design upgrades and new technologies are freely shared with other nations. However, ships are crewed exclusively by Jerayni elves and do not allow foreigners, elf or not, on their ships. On order of the king, Jerayni personnel are forbidden to serve on foreign ships.

Rhaokon

A human nation directly to the west of Erianth. Much more totalitarian and not at all empathetic, the current ruler, king Raymond Odell rules with an iron fist from the capitol, Rhaodell. This country does not have a mage guild. Instead, spellcasters must swear loyalty to the crown or die. After swearing loyalty they become part of the king's standing army. This kingdom joined the Admiralty at a later time and contributes materials, gold, and machine parts. The kingdom has a proportionally large army, which includes a handful of shuttles and small corvettes. These were all purchased from arms dealers on other planets, as Rhaokon is not yet able to build ships. The king is eager to add technological weapons to his arsenal but restricts them to his most loyal guards as he fears they might be used against him.

Nonhumans are not quite accepted as part of the culture. There are no laws that discriminate against them, but even humanoids such as elves and dwarves will find many stores unwilling to cater to them, not always because the store owner cares one way or another about elves or dwarves, but because some of their other customers might take offense. Less humanoid beings will be shunned but rarely attacked, more out of fear than respect. Laws are applied strictly and on the spot with penalties being severe and permanent. Life for citizens is harsh but they are not slaves - at least not officially.

Associated Organisations

Mage Guilds

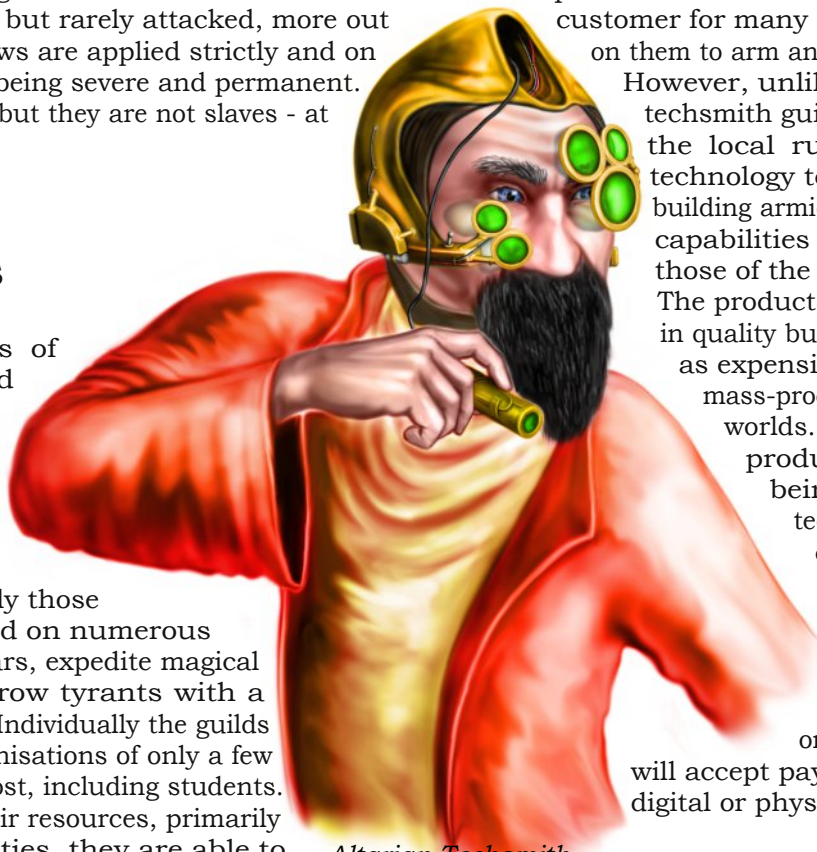
The mage guilds of Altair are not a unified entity. When the term is being used it generally refers to a half-dozen mage guilds from the south coast of a continent on the north hemisphere. Historically those mage guilds have allied on numerous occasions to prevent wars, expedite magical research, and overthrow tyrants with a minimum of bloodshed. Individually the guilds are relatively small organisations of only a few hundred members at most, including students. But through pooling their resources, primarily their magical capabilities, they are able to

influence the politics of kingdoms one at a time. To say they are the puppeteers of nations would be a gross exaggeration of the power they wield. Instead it would be more accurate to say they are a voice that whispers into each regent's ear. The guilds were instrumental in the reverse engineering of advanced technology and introducing the Scientific Method to Altair. The guilds convinced their host countries to found the Admiralty, which countries from all over the planet have joined. They actively spy on both the Kurion and Corinthian rulers, fearing an invasion is being planned. The mage guilds can be hired to produce enchantments but they require payment in gold, never will they accept credits as payment for magic items or services.

Techsmith Guilds

The 'other' guilds are the techsmith guilds who, as their name suggests build technological items. They were initially founded by the kingdom where the Hazioth science vessel's wreck was found, but more have sprung up across the planet since. They are highly competitive and focussed on obtaining prestige by producing the most capable technology rather than attempting to set up mass production lines. It is very common for techsmith guilds to purchase blueprints and parts for commonly available technologies from other worlds (primarily Hazioth) and build a small number of incrementally better versions of it before moving on to a different project. The monotonous work of building multiple copies of the same item is handled by students, as it is considered to be a valuable learning experience, while the masters' time is better spent creating more capable devices. The Admiralty is the primary customer for many such guilds as they rely on them to arm and equip the dreadnoughts.

However, unlike the mage guilds, the techsmith guilds are generally loyal to the local ruler. Local rulers buy technology too and many are slowly building armies of war machines whose capabilities are slowly approaching those of the more modern militaries. The products techsmiths create vary in quality but are always at least twice as expensive than their equivalent mass-produced versions from other worlds. Being handcrafted, their products have the benefit of being enchantable. As the techsmith guilds frequently do business with parts manufacturers and software companies from other worlds they have a use for credits and are some of the few organisations on Altair that will accept payments in credits, either digital or physical.



Altarian Techsmith

Civilian Transport Branch

This is a loose collection of commercial shipping companies based on Altair, who are collectively under the protection of the Admiralty. In return, the companies perform logistical services for the Admiralty's ships at reduced rates. The main purpose of this agreement is to provide a service that all of Altair benefits from, thereby validating the Admiralty's existence to nations that are not members. A second purpose is to take away one reason for such nations - protection of shipping lanes - to develop their own space fleets. In addition, its involvement in the protection of civilian shipping allows Admiralty ships to inspect ships that enter and leave the sector, when otherwise shipping companies might scoff at interference by the armed forces of nations they have no allegiance to. Because of the small number of ships available to the Admiralty, lines of transport ships waiting for inspection sometimes form, with flight delays of up to several days in severe cases.

Planet

Star System: Draconis Vorex

Draconis-3/Altair (3rd planet)

The planet Altair is one of blue oceans, green and brown landmasses, and white clouds and mountain ranges. It has an immensely varied biosphere unspoiled by industry with swamps, forests, deserts, oceans, savannahs, steppes, etc. Supernatural beings are not a common sight per se, but they are assumed to be everywhere. Precisely what constitutes a supernatural being is up for debate as the Scientific Method has only recently been introduced to Altair. The planet has a surface gravity of 1G, a rotational speed of 24 hours, one year lasts 402 days. The atmosphere is perfectly suited to (human) life. The population is estimated at 200 million, of which a majority is human.

Altair has one small rocky moon.

Altair has its own entry.

Assisted Entropy

"Repair team gamma, deploy." The voice of the female operator crackled through my headset. With only a muffled hum transmitted through my magnetic boots, the airlock door ahead of me slides open. I step forward, the sound of my breath echoing inside my helmet, slight condensate forming on the visor. I reach the edge, check the controls of my RCS backpack, and look behind me at the three others in my team. We've been working together for a year now. We know each other's faces, voices, likes, dislikes, hangups and hopes. But now we're all wearing the same white spacesuits, with the same black visors. They're not actually black; they are made of a material that limits the intensity of light coming through from the outside, allowing the wearer to see without being blinded by the sun. But from the inside out, it lets no light through at all, appearing as a gleaming black surface on the front of the helmet. "Team gamma deploying." I respond to the operator and deactivate my boots before firing

the backpack and drifting out of the airlock door.

Behind me is a steel wall, the side of the Fortress, the outer ring where large ships dock. There's only thirty feet of clearance between it and our target. In front of us another wall of steel looms, but unlike the intact Fortress, this one is full of holes and tears. It's worse than we expected, but we've dealt with the like before. "Repair team gamma to Visionary, we're coming up on the starboard midship. We've identified the damage and are starting our repairs now. Please cut power to, seal off, and decompress areas sixteen and seventeen, everything between decks five and fifteen, starboard side. Over." The four of us land on the side of the dreadnought gently, reactivating our magnetic boots. My colleagues carry the heavy gear into place, attaching it to the ship's armor where it isn't damaged, and we start our work as soon as the dreadnought's operator gives the go-ahead.

Nobody ever tells us what happened, but this is clearly the result of an attack. Burns, holes, even claw scratches, it's like something tried to eat the ship. What enemy fights like this? The fleet left only a day ago and now they're back already covered in scars? We toil silently for hours; none of my crew are big talkers. Occasionally I take a moment to look at the blue and white of Altair below, the reason we are doing all of this. None of us are enjoying it, and we certainly aren't doing it for the pay. We're all here - on the Fortress, on the ships, and in space - because it is necessary. We leave the world behind to protect it. Other teams elsewhere on the hull do their work, silently, efficiently. Normally there would be chatter, but there is dread in the air. We should be using a tether to keep us together, we should be taking breaks, and we should be more careful with the equipment, but we all understand there is no time. No officer explicitly tells us so, but from the silent, feverish work everyone is putting in, the sheer number of repair crews operating at once, and the fact that multiple ships are in urgent need of repairs, we can tell that time is crucial. We drink our disgusting space food, pee in the revolting urine reclamation units built into our suits, and breathe in our recycled air as the hours pass by, until we are done.

Our next job is the Harmonious Light, docked to the Fortress' outer ring, eight hundred feet away. It looks identical to the Visionary; it was made in Erianth after all, at the same shipyard. But what the interior looks like now, no one knows. No one except the Cadaliens, who man it. They told us Cadaliens don't like strangers. They do not interact with the other crews, ever. No shore leave on the Fortress, no cargo transfers from non-Cadalicien ships, no communication beyond tactical and strategic orders. If they weren't part of the alliance, none of us would ever have seen them. Or cared. They're pretty enough to look at; almost like elves, but they're... Weird. When your eyes meet theirs, there's no connection. It's like their souls are behind a steel wall. They even ban all foreign art and writing from their country, and tresspassers are shot.

The aft section is riddled with holes, of which I inform the dreadnought's bridge. The response is a

sequence of pre-recorded messages. "Repair team. - Commence repairs. - Maintain radio silence until completion." I sigh. They haven't warmed up to us yet, it seems. As we work, we notice something. The damaged paneling and internal structure appears partially melted, as though struck by acid., and a three foot-long cone shape has penetrated the outer armor and embedded itself in the hull. The end on the inside has opened, like a flower. It's black, and rock hard, yet it looks like it was once alive. We kick it loose and it floats away, showing its empty interior. We find a bunch more as we work, and we throw them away, the cleanup crews will have to deal with them. We'd ask the crew what happened, but they wouldn't tell us anyway.

The next ship, the Sentinel, proves bothersome. The nobleman who commands it refuses to depressurize the aft section so we can repair it, as he does not 'take orders from peasants'. We are far too tired to argue so we let the Fortress command handle it. As we enjoy

our unexpected but welcome break, we notice small black shapes zipping past in the distance.

Faction - Corinthian Hegemony

A harsh people, for a harsh world.

Corinth represents corruption and greed taken to their logical extreme. A world where the wealthy and powerful have solidified their hold on power through social class barriers that are absolute and unbreakable. While this has made them the absolute rulers of that world, it has weakened the fabric and vitality of their culture to such a degree that outsiders tend to regard it as a zombie empire. It endures because of its size but creates nothing good or new. The Corinthian military is immense, well-organized and utterly dedicated, but it relies on overwhelming numbers and brutal tactics. Forces rely on obsolete designs and while military research and development is a high priority, Corinth



Corinthian city with checkpoint between districts

lags other cultures in individual unit capabilities, especially regarding ships. Its economy relies on low-tech products such as raw materials and cheap consumer goods, markets that have no real growth prospects in the long run in the interstellar economy as it is now.

This culture might be a place for characters to visit: perhaps an investigation, assassination, or mercenary work brings them there. It absolutely is not a world any sane character might want to settle in unless they need to hide from other authorities. As a backdrop for fights against thugs, crime syndicates, and corrupt authorities, Corinth provides an essentially lawless urban wilderness for anyone with much firepower and little sense to have a go at it. As an adversary in ground or space battles Corinth is a steamroller: Characters can win battles against troops or ships, but unless they brought an army or fleet of their own, Corinth will eventually push them aside or roll over them.

History

There is fossil evidence that until approximately twenty thousand local years ago, Corinth had a diverse biosphere with an extremely high density of organic material. Then, an unknown catastrophe struck, and the planet's biosphere was reduced to a much more barren state. Wild macrofauna is now rare, and the few forests there are have very little diversity in plantlife. The planet has very few bodies of open water, but many underground caverns exist with large lakes. These lakes are heavily polluted and support only hardy microbial life. The planet is tectonically active, but is in the long slow process of cooling down; its magnetic field is slowly fading. Similarly atmospheric oxygen is not sufficiently replenished by the planet's biosphere and may become unbreathable in the next four thousand years. The atmosphere is already relatively thin, and visitors may require breathing aids until they become accustomed.

Scientific evidence points to humans arriving on Corinth between four and six thousand local years ago. The oldest preserved writings are believed to be two and a half thousand local years old and refer to the 'Perfect Empire'. They describe a society based on three castes. Workers, warriors, and leaders. Very little concrete information is available on the leader caste. The writings suggest that only citizens best suited to their caste were allowed to reproduce, leading to docile and obedient workers, and fierce and aggressive warriors. This society was strictly controlled 'for the benefit of all' and for many years there was prosperity and peace, allowing it to spread across the planet. Corinth was a planet-spanning empire no later than fifteen hundred local years ago, indicating a very high degree of organisation in the leader caste. Around one thousand years ago, the leader caste vanished and the Empire quickly fell into disarray. Without strong leadership, the warriors bred for aggression ran rampant, and without guidance, the docile workers were unproductive. The caste system collapsed and anarchy followed. The remainder of Corinthian history was marked by

totalitarian empires vying for power, constant warfare, and industrial development and arms races. The Hegemony is the final product, the culmination of this conflict, and the only remaining authority on the planet.

A harsh planet, and a harsh history have resulted in a harsh people. Analysis indicates there have been several genetic bottlenecks during humanity's history on the planet, most notably during the centuries of the 'Perfect Empire', when caste systems included selective breeding. Corinthians are on average more aggressive, more authoritarian, and exhibit less critical thinking ability than humans on other planets. Migrants to other planets continue to exhibit these traits, though the effect diminishes after several generations of interbreeding with local populations.

Government

The state was always a large machine, the workings of which appeared fixed, but were over time altered quietly and subtly as needed. This was never presented as being a part of the governing process or decision making, but rather the underlying machinery of society, that cannot be altered from outside. Politicians, generals, voters, theoretically no one has influence over it. Reporting on the workings is considered to be treason - exposing the machinery will leave it open to sabotage, goes the reasoning. It should be noted that this level of opaque-ness in the basic workings of low-level government are specific to Corinth and colonies founded by it, not smaller factions that joined the Hegemony as a whole. The wealthy elite has in the past guided the evolution of this system, but currently do not seem actively involved, according to foreign media. It is assumed that the system already favors them so heavily, that there is little to be gained from corrupting it further. Also, the wealthiest do not want to risk destabilizing their society, when it has been a steady source of income for generations.

The highest level of power is High Command, and comprises the highest ranking military commanders of the various branches. It is very common for the positions to be filled by powerful oligarchs or individuals who answer to them. This allows them to use the full force of the military for personal goals. During peacetime, their grasp of power is uncontested. However, in times of major military conflict, the military itself will attempt to push capable commanders into the top positions.

The lower levels of government are dominated by local powers, wealthy and powerful individuals and families, who lack the power to play the game at the highest levels. The governor of an area is elected by the officials below them, often they are a neutral party who must answer to the interests of several wealthy families, none of which have the power to claim such a position entirely for themselves.

At the lowest levels, there is little government to speak of. Instead, all services, including security and medical care, are provided by for-profit organisations. The quality and price of these services vary by region.

Key Figures

General Henry Lambert

Being someone who started off poor, and reached his position through decades of service, including countless battles, General Lambert cares little for the authority of the wealthy. He is valued for his military decision-making, but his proposals for foreign policy are always blocked; the general's political and ideological views are regarded as extreme even by his peers, especially when it comes to ethnicity, racial purity, and non-human sentients. He has undergone genetic and surgical modification to enhance his 'human qualities', becoming the Hegemony ideal: a seven foot tall, muscular and clean shaven man with chiseled and perfectly symmetrical features.

Admiral Salvador Brahma

The admiral has held his position for nearly ten local years, having been pushed into it by his wealthy family. He was never an overly ambitious man, but enjoyed being the commander of a ship in the early days of his career. He was not especially capable tactically or strategically, but was able to defuse threatening situations, usually to then launch an attack from a favorable position later. The ability to negotiate and talk an enemy down is a skill rare in the Hegemony's ranks. It is because of this talent that his family pulled strings to rocket Salvador's career to the highest level; so he could prevent the Hegemony from plunging itself into endless wars that would eventually wear down its economy and hurt its strategic strength. Under Admiral Brahma's command, the fleet has assumed a posture that is relatively benign to foreign shipping, by Corinthian standards, and it has benefitted the Hegemony's economy. On a personal and professional level, the Admiral does not take things very seriously; He is a dark haired and obese man, and appears unfocussed and disarming most of the time; those who know him well know this to be a ruse. Admiral Brahma prefers surprise attacks and assassinations over conventional engagements, and always presents himself as stronger or weaker than he is, to his enemies.

General Harlan Nevarez

General Nevarez represents the interests of a number of wealthy families, and cares little for political gain or notions of human supremacy. On a practical level, he directs forces to where they are needed to defend the families' business interests. The forces under his command are primarily rapid response units, intelligence agencies, and covert operations teams. He is a major proponent of absorbing foreign citizens, regardless of ethnicity or even species, to expand the Hegemony's economy, something that puts him fundamentally at odds with General Lambert. Nevarez is a short, thin man, whose dark eyes gleam with cunning, and whose expression never betrays emotion.

Admiral Efrain Garnett

Admiral Garnett represents the Tsepesh family,

one of the most powerful factions in the Hegemony, and ensures the military does not take actions that endanger the assets of the family, for example trade relations with specific other worlds. Unknown to the others, the Tsepesh family are actually Star Wraiths. Maintaining the Hegemony's strength externally as well as its functioning internally is more important to the Wraiths than expansion, wealth, or ethnic considerations. In order to maintain cohesion and economic functioning, the Hegemony is guided into 'controlled' conflicts with smaller factions, effectively being fed convenient enemies one at a time. The Wraiths oppose an unrestricted influx of magic, because magic could be used to pierce their disguise. Therefore, Garnett's efforts are focussed on ensuring that only those loyal to the families controlled by the Wraiths are able to use magic, and only magic that is no threat to the Wraiths. These efforts include using the Secret Service to hunt down and eliminate any foreign magic-users or individuals with undead-destroying abilities that enter Hegemony territories.

Star Wraiths

The leader caste in Corinth's ancient history was comprised of Star Wraiths. A flock had discovered the primitive planet and saw an opportunity. They decided to create an effective empire that would spread across the planet, crush all opposition, and stifle the development of magic or technology, so that the planet would never become a threat to the Star Wraiths. The empire, with the Star Wraith in human form as their leadership caste, would become a reliable source of nourishment for the Star Wraiths and allow them to expand their numbers and control that area of space. Under their guidance, the 'Perfect Empire' became the only authority on the planet, and aside from a small percentage of the populace being devoured by the Star Wraiths, life was genuinely prosperous and peaceful for a time.

Centuries later, the Wraiths were forced to abandon the planet, leaving the leaderless empire behind. The empire quickly collapsed, and only after centuries of conflict did a global government emerge. The Wraiths eventually returned to the planet, to find it technologically advanced and capable of space travel. The wraiths infiltrated the government, but rather than trying to form a new leader caste, they settled for gradually drawing wealth towards themselves; the system in place already facilitated them perfectly. The Star Wraiths, or at least a few families, now use the Hegemony as a tool to obtain power that was previously out of their reach. This has permanently alienated the Wraiths who are not involved with the Hegemony however, as the presence of humans in space is considered unacceptable by the majority of the space-faring Star Wraiths.

The Hegemony is not technically under the control of the Wraiths. They hold considerable power, but must contend with oligarchs and the military itself. Exactly who is aware of what others are, and are doing, is not revealed in a perpetual game of cloak and dagger, but for the most part, the Wraiths and oligarchs have an

understanding and allow each other to pursue their interests.

Law Enforcement

A crime is only a crime if the perpetrator is caught. Corinthians live by this rule very strictly. No one expects a law to be obeyed if it is not strictly enforced. This applies to all possible crimes, from petty theft, to financial fraud, to murder. If a criminal escapes the law, that is seen as a failure on the part of law enforcement, nothing more. As a result, security is a commodity, and an important aspect of the economy.

Private security companies have legal authority over citizens in their region. While one company may apply slightly different laws than another, they must apply them consistently, pay a fine, or lose their business license. The set of laws a company intends to enforce must be applied when the business license is first granted, and must be reviewed every ten years to the current requirements set by the Hegemony.

The matter of law enforcement is viewed as a matter of resource management and crowd control. A populace that becomes too unhappy becomes less useful to the Hegemony, so there are limits to the degree of oppression that companies may resort to. Usually, intimidation through example is the modus operandi; higher governments will allow security companies to break their own rules a few times for intimidation purposes if this allows them to maintain control of an area efficiently.

Cybernetic implants are a common sight as law enforcement, military, mercenary, and criminal organisations tend to use them. Cyborg slavery is outlawed but still happens on a small scale, especially within criminal organisations. Corinthian culture all but worships power and flesh is a price many are willing to pay for it, even though the benefits are questionable and short-lived. Intimidation factor is also key, and in smaller spaces where tanks can not venture, cyborgs are a cheap alternative to power suits.

Security Companies

Corinth Security Solutions

This company is representative of the majority of security companies operating within the Hegemony. It relies on older military equipment such as wheeled and treaded armored vehicles, gunships and transports, and employs both troops equipped like combat soldiers and riot police. Abuse of power is common, but officers caught taking bribes face stiff penalties. Overall performance and loyalty is not superb compared to some other companies, but the lower cost ensures there are always customers.

Redemption Incorporated

This company is known for using cyborg slaves for the bulk of its enforcement personnel. In most situations, the use of cyborg slaves is outlawed, but this company has been granted a license to use it to 'rehabilitate criminals'. Out of all the companies that

employ human personnel, this company's officers are the least corrupt - simply put, they will uphold the law to the letter, with no regard for bribes, blackmail, or their own lives, and they never abuse their authority in an unlawful manner. This makes them highly valued and grants them contracts in high-income districts. Once officers have completed their sentence, they usually continue working for the company. Foreign media claim that the slave implants are used to force officers into 'signing up' for permanent contracts. This company's primary weakness is the susceptibility of its forces to hacking.

Rule of the Land

This company is only a company in the loosest sense of the word. It has a bank account, it pays taxes, and it has a communication code. In every other sense, it is a collection of local gangs that have been given a license to keep other gangs in check. To suggest that this company is corrupt would be an understatement; there are no actual laws that are being enforced. Instead the company gangs rule their districts as they please, and are allowed to do so as long as their districts cause no trouble to neighboring ones. Each district has its own gangs, and they do not form a cohesive whole. Outside the cities, the gangs sometimes organise for joint raids against those living on and around the landfills. This is tolerated as long as no damage is caused to government or company infrastructure. In a direct confrontation, this 'company' is the weakest, and most likely to abandon a mission.

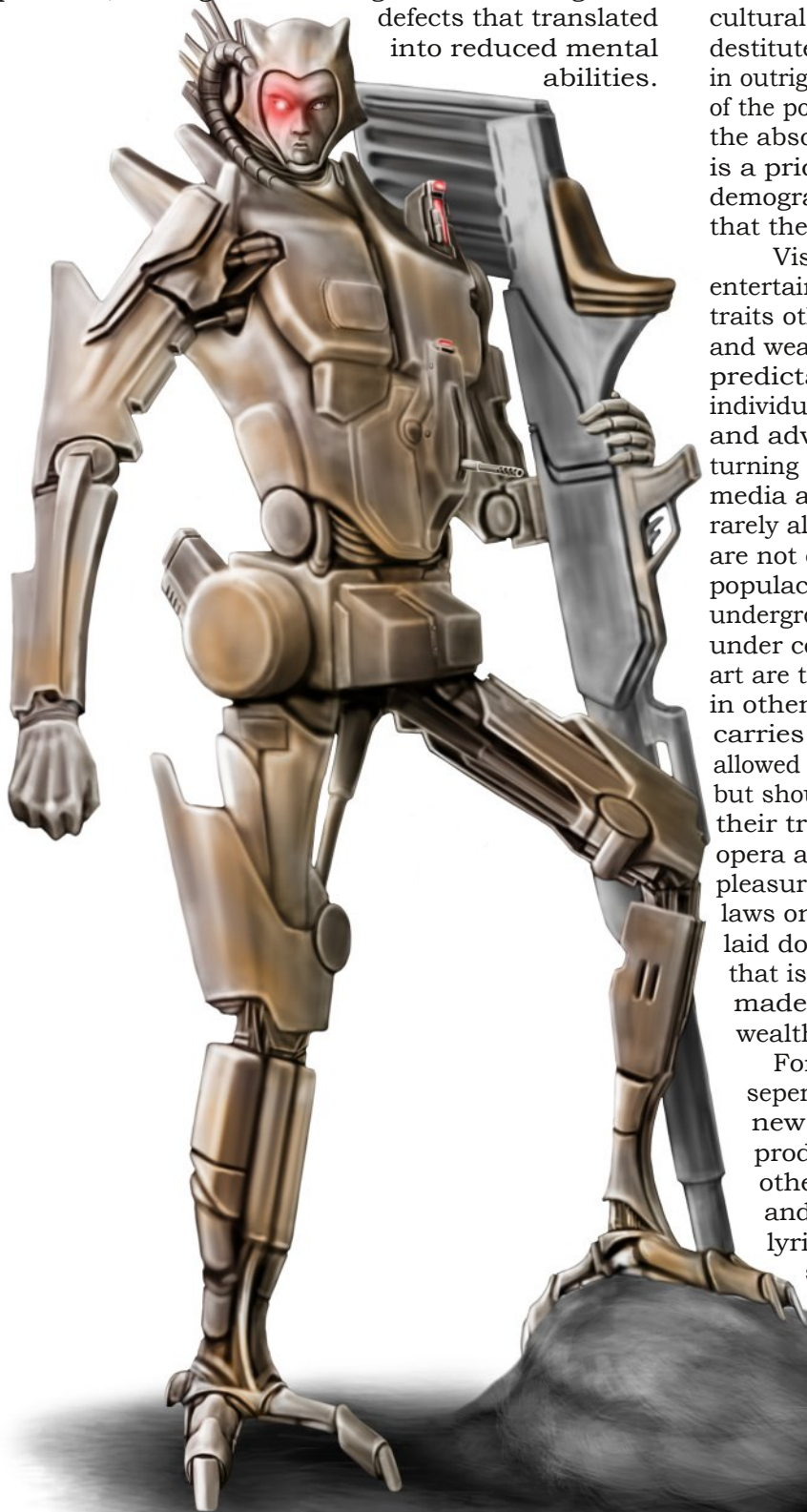
Automatic Justice

This company relies heavily on large robotic units backed up by human support crews. Because of the focus on firepower and intimidation, this company primarily sells services to areas with a high crime rate, large open spaces, and where there is little desire to interact with the locals up close - the drones are literally 'crowd control' devices, and are generally very effective at keeping potential threats away. Because there is virtually no interaction and because enforcement is performed by robots, there is no corruption - nor any chance for discussion: A drone will simply fire if a target enters a forbidden area or otherwise 'breaks the law'.

Culture

The heart of the Hegemony's culture is a nationalistic fervor that must constantly be fed with enemies, either real or imagined. Witch hunts, wars both hot and cold, and propaganda give citizens threats to worry about. Aside from that, the common citizen exhibits a degree of cynicism and self-centeredness that would be considered abhorrent to most outsiders. Propaganda relies on brute force. Rather than attempting to truly convince citizens of things that are not true, the goal is tell the lie over and over, and convince citizens that the truth is irrelevant: The news tells citizens what to believe, and woe to those who refuse to accept the 'truth'.

The Hegemony has in the past been subject to social engineering, the effects of which are still being felt. During times where external threats were absent, and rebellion was a potential prospect, the government implemented policies that severely hurt the general populace's mental faculties. Water supplies were poisoned, leading to an entire generation with genetic defects that translated into reduced mental abilities.



Corinthian cyborg trooper/light tank

This only affects Corinth itself and planets colonized with citizens from Corinth. While these policies of poisoning are no longer employed, their effects may be permanent, with a population whose average intelligence is at least one standard deviation below that of most other cultures. Low income and high crime areas on Corinth overwhelmingly exhibit strong anti-intellectual cultural values, valuing brawn over brain. In the most destitute areas, iodine deficiency is common, resulting in outright mental retardation in a significant percentage of the populace. Because of these demographic problems, the absorption of foreign populaces through conquest is a priority for the Hegemony's leadership. These demographic and economic reasons ultimately mean that the Hegemony must conquer, or perish.

Visitors from other cultures will find Corinthian entertainment hollow - characters have no personality traits other than varying degrees of aggression, power, and wealth, and stories always follow an identical and predictable path that leads to the more powerful individual triumphing and claiming a prize. The music and advertising industries have effectively merged, turning most mainstream songs into ads. Most foreign media are banned and citizens of other cultures are rarely allowed to permanently settle, as the authorities are not eager to have new ideas spreading among the populace. Independent media are suppressed but an underground news, entertainment, and art scene exists under constant threat. Independent music and visual art are treated the same as illegal narcotics are treated in other cultures, and possession and trading them carries similar penalties. Wealthy individuals are allowed to collect art or have music created or imported, but should they fall out of favor with higher authorities, their transgressions will be used against them. An opera attended by wealthy families becomes a sinful pleasure, a foreign music file an illicit substance. The laws on foreign art vary between planets, as they are laid down by the planetary authorities, but nothing that is critical of the Hegemony is allowed, nor is art made by non-humans allowed; not even for the wealthiest.

For more than twenty years, there has been no separate music or advertisement industry. As many new songs are now advertisements for various products, mockeries of such media are made on other worlds. These parodies, where side effects and poor quality of products are included in the lyrics, are naturally illegal on Corinth but still sought-after by those of a more rebellious bent.

Disputes and Duels

Should there be a dispute between citizens, a duel can be held to determine who is 'right'.

The rules for setting up such a duel are flexible; whether the fight should be to the death, what weapons are

allowed, what arena is used, whether surrender is allowed, and what the consequences of victory or defeat

are. Once these rules are set, they must be adhered to until the duel is over. These duels are a form of entertainment and tournaments are regularly organised, with significant prizes. There are no limitations on who can challenge who; no one can (officially) be forced to enter into a duel, but refusing one is considered cowardly.

The Hegemony relies on hateful propaganda against virtually everything foreign to maintain fervent nationalism and justify its belligerent posture towards other factions. At the same time, its leadership is for the most part not insane and does not want more wars than it can handle. Therefore it faces the challenge of balancing the extreme nationalism and aggression of its populace with the need to remain at peace with other major factions. One of the functions of the blood sports and violent pastimes is to act as a release mechanism for a lot of the built-up aggression.

Body Image

In recent decades, Corinthian media have taken the body ideals in its arts and media to such extremes that real actors almost never appear in important roles. Instead computer graphics or specially designed cyborgs are used as they better fit the Hegemony ideals. Wealthier individuals often resort to cybernetics or surgical modification to increase height and muscle mass. Among the poor, far cheaper alternatives such as steroids and oil injections are commonly used.

Economy

Living standards vary wildly. On Corinth itself, 40% of the populace lives in abject poverty, 50% struggles to maintain a reasonable standard of living, and 10% live comfortably. Virtually all actual wealth is owned

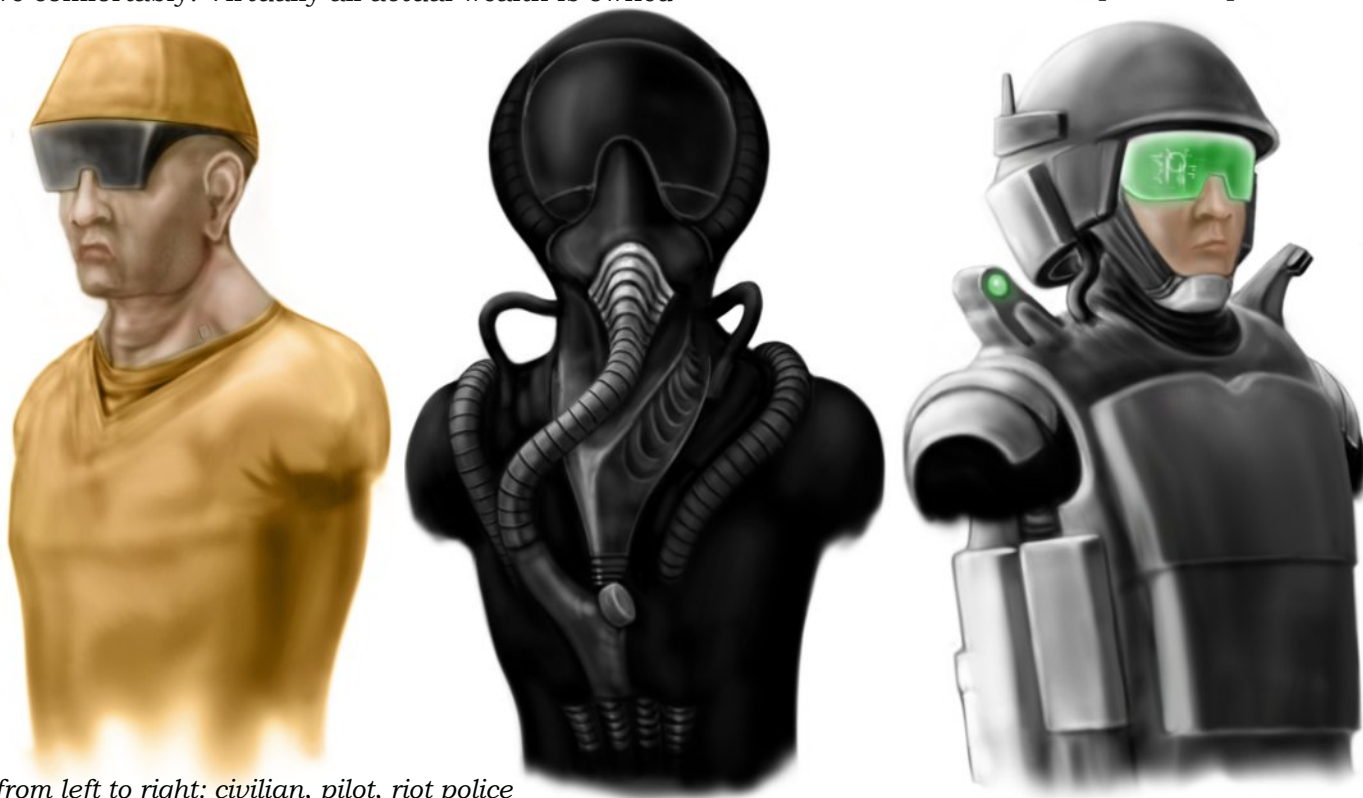
by a handful of families of approximately 10,000 individuals. Almost all real estate and expensive items owned by common citizens are on loan. Huge portions of the populace are unemployed, and crime (violent or otherwise) is rampant. Socioeconomic conditions vary significantly between satellite colonies.

Cheap products made in bulk, as well as raw materials are the only export articles of note and the market has not been good in recent years, with increasing use of recycled materials lowering manufacturing cost for competitors and reducing demand for raw materials. Goods can be ordered online and there are special demonstration centers where items can be seen and tried in person before a purchase is made. (There is a 50 credit entrance fee.)

The Corinthian economy has been stagnant or in recession for decades and technological development has long since slowed to a crawl. Currently, all economic growth and development relies on other planets in the Hegemony, and offworld resource development and industry. Overall, the Hegemony performs poorly in all aspects compared to other factions. Were it not for its sheer size, it would not be a major economic power. Most economists from other cultures consider Corinthian economy to be an absolute disaster and advise against any form of investment there that does not involve weapons.

Education

Public education is geared towards turning citizens into loyal and competent soldiers and workers. The curriculum is geared towards practical skills, and often includes classes for specific professions. Promising students are guided into a career path at an earlier age than in other cultures. Despite the option for early



from left to right: civilian, pilot, riot police

career paths, most students instead graduate as generalists, and need to learn a trade through an education program provided by the company they intend to work for. This often means they remain indebted to that company for several years as they pay off the tuition fees. Children of wealthy parents attend private schools, and are educated to become commanders and businessmen. In the poorest districts education is of poor quality, and many forego education altogether.

Health

Average life expectancy (not counting deaths due to violence or accidents) is 54 years for both men and women, but varies hugely between the poorest and wealthiest areas. Healthcare is expensive but otherwise available to anyone who can afford it, and any medicine or procedure available elsewhere, is available here. The use of extremely toxic and dangerous drugs is widespread in impoverished areas. Various genetic defects are common in the populace and lead to many Corinthians' prefrontal cortex not developing properly, leading to severely reduced inhibition, empathy, and cognitive abilities.

Cities

Cities are immense, and are divided into numbered areas, based on wealth. The higher the security rating, the higher living expenses will be. Large areas of land surrounding them have become toxic wastelands due to centuries of pollution and cities have been built up almost as much as sideways, resulting in immense blockish monstrosities of steel, glass, concrete, and whatever material is required to hold up their immense bulk. Cities can have a population of tens of millions each.

Military

Doctrine

Strategically, the Hegemony's offensive and defensive capabilities rely on power projection by large forces and overwhelming numbers of expendable units. Ships and vehicles are designed to be cheaply and quickly built, allowing for easy replacement of losses, allowing the Hegemony to gradually wear down technologically superior enemies. A similar approach applies to planetside forces, where the only limiting factor is the number of troops that can be transported to a theatre of operation. Losses of infantry can be replaced almost instantly. During major wars, the Hegemony will employ scorched earth policies against advancing enemies. Planets will be made uninhabitable through orbital bombardment or a redirected asteroid to prevent them from being captured.

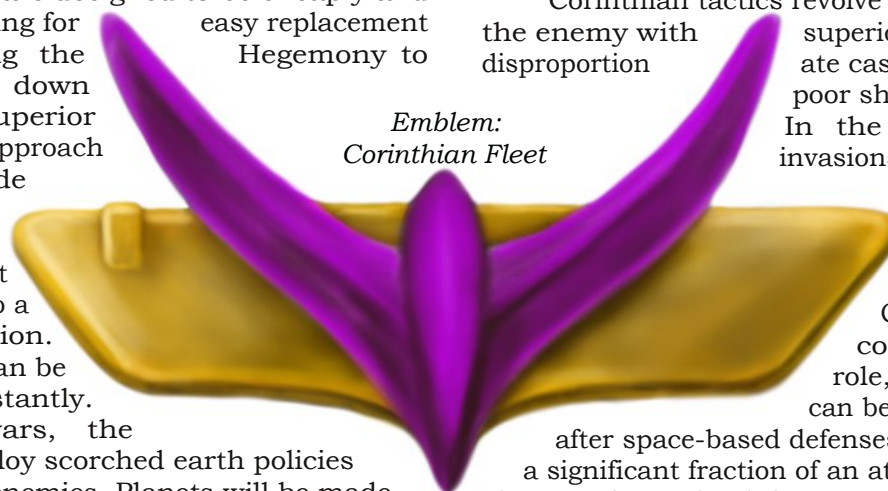
Low-ranking combat personnel both on the ground and in space (such as combat soldiers and pilots) rely on drugs to improve performance and increase reaction time at the cost of critical thinking. (1 hour duration: +2 dex, -2 int, wis, and Cha) These drugs are banned in most civilized areas as repeated use increases the risk of early dementia, as well as other disorders. Corinthians will rarely if ever surrender. It is considered absolutely shameful to surrender, even if defeat is guaranteed. This belief was first introduced during the war with the Kurion, who would convert captured troops into cyborg slaves. Corinth realised that any troops who surrendered would be forced to fight for the enemy, and a policy was made to ensure no troops surrendered. This policy has made Corinthian forces more feared than they would be based on their equipment and level of training - even a weak Corinthian force or ship will attempt to inflict maximum damage to an enemy regardless of relative strength.

Ground Forces

Ground forces rely on human wave attacks backed up by artillery and attack aircraft. Combat soldiers have generally been thoroughly indoctrinated and protection of civilians is considered an irrelevant matter. This same philosophy is not held when Corinthian civilians are killed. Ground forces are only used when the capture of enemy territory, infrastructure, and resources is the goal. In those situations, waves of combat troops will be sent in, until the enemy is destroyed or surrenders. Higher losses will be accepted if that results in a more intact conquest, but in most situations collateral damage is extensive. There are limits to the number of troops that can be simultaneously fielded. Therefore, rather than spending an inordinate amount of resources on maintaining an immense troop strength, of which only a fraction can be transported to hotspots anyway, the system is geared for a high turnover rate of personnel. Compared to other factions, the number of troops fielded is still extremely large.

Fleet

Corinthian tactics revolve around overwhelming the enemy with superior numbers, accepting disproportionate casualties resulting from poor ship to ship capabilities. In the case of planetary invasions, the remaining ships then land on the planet and disgorge their troops and vehicles. Because Corinthian ships can be configured to be multi-role, a planetary invasion can be mounted immediately after space-based defenses are destroyed even if a significant fraction of an attacking fleet has been destroyed. On the defense, Corinth and its satellite colonies rely on huge numbers of short-range fighters to ward off attacking ships.



*Emblem:
Corinthian Fleet*

Almost all large Corinthian ships are modular and can be modified to suit a variety of mission profiles. Modules can easily be swapped between ships of a fleet. Therefore the exact definition of a single ship within the Corinthian navy is up for debate as entire ships can be disassembled and reassembled as different ships. As such most craft don't have names but merely designations, usually determined by the reactor core that powers it. The downside to this immense flexibility is that no matter which configuration is chosen, it will not perform as well as a purpose-built ship.

The Hegemony's overall strategies revolve around quantity over quality, but still maintains small units of more capable ships and personnel to deal with specific, difficult situations. These units answer to the intelligence division of the military, and generally operate independently from the bulk of the military.

Private Military Contractors

PMCs fill many roles, first and foremost law enforcement, but also perform mercenary work. Where the Hegemony's forces would be too conspicuous, unmarked PMCs are sent in instead. This is usually done to achieve objectives far away from the Hegemony's supply lines, infrastructure, or influence. To be considered for important missions, mercenaries must have a proven track record of producing results and being loyal to their employer, other factors are viewed as irrelevant. Should a mercenary group be wanted by the authorities in a target area, that may prevent the Hegemony from employing them as it reduces the probability of success of the mission. If reliable contractors are not available, Hegemony officials sometimes offer bounties for the killing or capture of individuals, groups, and organisations. There are always clear rules for providing evidence, and sometimes rules of engagement if collateral damage is not accepted.

Intelligence Operations

There are multiple foreign secret services active in the Hegemony's territories. First and foremost are the Kurion, whose goals are relatively straightforward. Cyborg slaves are used in suicide tactics to destroy key infrastructure and harm the Hegemony's economy. Assassins are also sent in to assassinate key personnel, and disrupt operations in key facilities. Counter-terrorism operations are generally handled by local private security companies, but they have proven ineffective in recent years, leading to the increased use of mercenaries. If the stakes are high enough, there can be severe penalties for a failed mission.

The Altarian Admiralty performs intelligence gathering, primarily to find weaknesses in the Hegemony's industrial, economic, and military structures. The Admiralty fully expects the Hegemony to attack at some point, and is desperately looking for a way to fight it when the time comes. Thus far, their efforts have been unsuccessful; the Hegemony is utterly militaristic and geared for all-out war.

On Corinth and Hegemony worlds, the Hegemony Secret Service constantly monitors new arrivals to the

planet, intercepts communications on and around the planet, and investigates any unusual activities. Their numbers are not large enough to have officers permanently stationed in every district; instead Secret Service agents will show up between two hours and one day after unusual events and assume control over the local private security forces from behind the scenes. Once a trouble spot or individuals are located, the agents will investigate the matter personally, backed up by local forces if a confrontation is expected. The agents will attempt to capture their targets alive and return them to a base for interrogation, but they will rarely bother to ask for a surrender; the Hegemony makes no secret of what happens to suspected spies or saboteurs and it is unlikely anyone would surrender to them. If an opportunity presents itself, local forces will be instructed to arrest the targets on other charges; the targets will find themselves transported to a military base rather than the local private security force headquarters.

The Hegemony Secret Service also abducts individuals from worlds not under their control. Usually this is done to obtain strategic information, intimidation, or simply to evaluate the local authorities' ability to counteract their operations. If the local authorities are not strong enough to confront the Hegemony directly, but suspect their involvement, they may choose to hire outside help in dealing with the matter discreetly.

The Hegemony and the Supernatural

Despite its anti-intellectual overtones and rampant nationalism, the Hegemony has always considered itself a rational culture: faith in the supernatural has historically been regarded as foolishness. Behind the scenes however, powerful individuals and groups have been aware of the Star Wraiths for several decades. These groups have investigated the Wraiths and discovered, among other things, magic items in the possession of Star Wraiths. Seeing potential benefits to the use of magic and magic items, these groups have organised undercover investigations into the supernatural.

Before the discovery of Altair, these investigations primarily took the form of expeditions to other planets, searching for relics in alien or human ruins, or even in existing cultures. The goal of this 'research' was sometimes pragmatic; artifacts could offer tangible benefits of power and wealth to those who find them. Sometimes the motives were personal; artifacts might cure an illness that modern medicine can not, or even bring back the dead. And sometimes they were simply a matter of curiosity; an artifact or rumor thereof could simply be an interesting mystery to wealthy investigators.

Since the discovery of Altair, the Hegemony's leadership has been divided on the best approach towards the planet. Some wish to annex Altair piecemeal, and incorporate the supernatural into its armed forces, while others see Altair's existence as a threat to the Hegemony's values and human dominance and wish to destroy it. There are also those who have no interest in Altair and consider dealing with it to be a waste of

resources, but they are a minority. The current official stance, and the point pushed by media, is that Altair is a threat. Nonhumans and magic are presented as dangerous, unpredictable, and not to be trusted. The theory is that this will allow the Hegemony to act in either way - conquest or destruction - later on, should a decision be made.

The Hegemony's citizens, mainly those from Corinth, are rarely able to use magic. The vast majority lack any magical spark, and even if they did, most lack the mental abilities to understand or use magic. Those who do show ability or aptitude are taken by the Hegemony's Paranormal Development Division, and used for military purposes, including interrogation, infiltration, magical research, the creation of magic items, or simply experimented upon if they prove unable to serve a practical use. The official government position is that magic is dangerous and unnatural, and only the Hegemony military has the ability to manage it responsibly. Those with magical abilities who serve the Hegemony are glorified, those who do not are villified. A more recent program seeks to implant foreign magic users with slave implants and force their loyalty for the Hegemony. This program has yet to yield any results and is considered dangerous as it might provoke those whom the Hegemony does not yet have a proper defense against.

Despite the nature of its programs and the tone of its propaganda, the Hegemony leadership considers the paranormal projects defensive in nature; the Hegemony considers the supernatural an area of warfare in which it is grossly deficient, and the leadership fears attacks by those who do possess magic.

Investigations

Research into the supernatural started off undercover, focussed on a small number of dead, presumably alien cultures. More recently, Altair has become a subject of research.

The one that featured most prominently in past investigations is also the least known, at least publically. Extensive ruins exist in the underground caverns of Corinth, built of black and green stone, and covered in pollutants that require investigators to wear protective suits at all times. These ruins have yielded only a handful of artifacts that while peculiar, have no apparent practical purpose. Still, the promise of future finds is reason enough for investigations to continue. No remains, fossil or otherwise, of the ruins' inhabitants have been found, but stone carvings and iconography suggests they were roughly humanoid, with a skull-less 'head', and a vertical slit starting at the top of that head going halfway down the torso, resulting in an extremely large mouth with jagged teeth. Findings of writing and calendars indicate the culture had language, math, and a limited understanding of the star system, but no advanced technology. In the context of ongoing research, this culture is referred to as G1, though there is disagreement on whether there really was only one culture, or a number of similar cultures with nuanced differences that haven't been discovered yet. The most

curious aspect of this culture is that despite the apparent lack of technology, many structures appear to be engineered on a molecular scale. The Hegemony has a number of research facilities in or near these ruins, but scientists have been going missing almost from the start.

The second culture investigated, and the one media have reported on - without ever discussing anything paranormal - is one of an insectoid species resembling ants with a head on both sides of the body. Exoskeletal remains allows for a model reconstruction, but no soft tissue or genetic material has been found. Cities are invariably underground, comprised of simple dwellings and structures of unknown purpose carved into the rock walls surrounding a large chamber. No artifacts have been uncovered as of yet, but there is still hope for discovery, as this species' cities are found scattered on different planets, and even inside asteroids, with no obvious means for transportation between them or obvious life support systems in the asteroid cities. In recent years, these cities have for some reason been occupied by pirates, and the Hegemony will need to hire mercenaries to clear them out if it wants to continue its research.

The cities of other human factions are also sometimes investigated, usually undercover, as the Hegemony authorities are not well-liked outside of their territories. These searches in human cultures have yielded no results at all thus far, and are increasingly viewed as a complete waste of time and resources by most, yet some insist there are valuable items and knowledge waiting to be discovered.

By far the most potentially rewarding investigations would take place on Altair, but relations between the Hegemony and Altair are poor enough that this is a practical impossibility save for undercover operations using proxies. Thus far the rewards have been very tangible and immediate - one can simply enter a store and trade gold for magic equipment - but the magic items obtained thus far have been of little use to the Hegemony, and have been described as 'underwhelming' by the oligarchs funding these missions. Thus far, these missions have been executed in a way that can only be described as 'hamfisted', regularly ending in tremendous bloodshed. Still, the Hegemony is always hiring personnel to perform such missions, and the Altairian Admiralty hires groups to counter them.

Artifacts

A number of artifacts have been uncovered in recent decades. These do not function as normal magic items and emit no aura. Rather, they appear to obey different rules than normal objects. Standard magic items are of little use to the Hegemony; they are not cost effective and do not enhance the strategic capabilities of its forces. Extremely powerful magical artifacts however may still catch the Hegemony's interest. The Hegemony's oligarchs, Wraiths, or Paranormal Development Division might be willing to purchase items, but the more likely business interaction would be an expedition contract.

Constant-Variable Artifact Series: A number of artifacts exist which alter universal constants in their vicinity. Physically they appear to be foot-long metallic bars with a rough green 'rusted' surface, that weigh between 47% and 123% of what they should, depending on the arrangement of celestial bodies in the Peloponnese system. One item alters the gravitational constant to half, another increases light speed by 5%, another creates an uncertainty in the Fermi constant of 25% of its value. The practical effects of these artifacts range from peculiar to useful to dangerous, and it is assumed more such artifacts exist, with different effects and potential uses.

- **Baryonic Alternator:** There is one artifact, which has not been located yet, which supposedly can alter matter in such a way that it permanently obeys different laws of physics. However, undead, including the Star Wraiths, can not get near this item, or it will destroy them. Therefore the Wraiths are using Corinthians to find and use the artifact for them.
- **Life/Unlife Synchronizer A1:** A powerful artifact is believed by the Wraiths and several Oligarchs to be on Corinth, but its exact location is unknown. The artifact is said to have the power to either render the star system uninhabitable to undead, make all undead in the system significantly stronger, or might have an unknown effect on undead. Whichever function it actually has, it requires the presence of a large population of living sentients on Corinth to function. This artifact causes some conflict between the powers within the Hegemony. Both the Wraiths and Oligarchs have a vested interest in preventing the artifact from falling in the hands of their enemies, and any move to search for it could be seen as a prelude to hostilities. Therefore, to preserve the fragile 'peace', searches are conducted in secret, often through multiple proxies, who in turn are often hunted down to prevent the artifact from being found.
- **Quantum Choice Dichotomy:** This artifact was discovered on Corinth, and only activated once it was exposed to a strong magnetic field. It alters the perception of those near it, based on a single choice made 79 hours earlier being made differently. The effects on those around it include all forms of perception but have no physical effect; should a person attempt to for example manipulate an imagined object, it will appear from their perspective as though they were successful, when in fact nothing occurred. The area of effect is four hundred feet. The location of the object randomly changes to within that area of effect after 79 hours, and its physical shape also changes into a random object from that environment, but it is always a flawed version; incorrectly made, damaged, or incomplete. Soon after being discovered, the artifact was lost, but presumed to still be on Corinth.

Planets

The Corinthian Hegemony spans two star systems, with two major worlds, one trading outpost and a larger

number of industrial and military outposts. It also has a shared presence on Yumyrkos. This planet has its own entry.

Star System: Peloponnese

Peloponnese-3/Corinth (3rd planet)

Corinth was never a very hospitable world. Cold, mostly barren, but with a breathable atmosphere, it presented a tough environment for its inhabitants. There are a small number of large cities, where most citizens live. The largest is Corinth city, with a population of over 100 million. The cities are surrounded by landfills, and are comprised of multiple levels built atop one another, with better living areas in the higher areas. The planet has a surface gravity of 0.95G, a rotational period of 26 hours, and a year is 283 days. The atmosphere is suited for (human) life and surface temperatures tend to be low but tolerable by properly prepared humans. Corinth has one ice-covered rocky moon.

Peloponnese-2/Arouaios (2nd planet)

Over the years Corinth has only colonized a small number of planets. The only other planet with a significant population of Corinth natives being Arouaios. A single massive metropolis grew near the southern pole, directly over a then immense deposit of valuable minerals. Since then, the deposit has been gradually mined out and no new major deposits have been found on the planet. There are still less valuable raw materials that can be mined and exported, but those do not generate nearly the amount of credits required to maintain the colony's infrastructure. The city has become dilapidated over the years and the impoverished populace is now on the verge of rebellion with only the military's iron fist maintaining order.

Large sections of the city have not had artificial gravity for decades, resulting in several generations of citizens, now numbering roughly twenty million, with birth defects, brittle bones, and severe muscle atrophy. They form their own enclaves and as they are seen as too weak to mount an effective rebellion, the Corinthian government leaves them alone in their shantytowns. Being considered irrelevant has granted them a degree of freedom from the Corinthian program of indoctrination and anti-intellectualism, allowing the minds of younger generations to develop more or less normally. Ironically, through losing most of their physical strength they were able to regain their minds. Their physical changes have stabilized with time and they are now considered by some to be a separate species, for better or worse. Average height is around 7 feet, average mass is 150 lbs. (Life expectancy figures are unavailable.) They refer to themselves as Aurorians, Corinthian media refers to them as Slinkies.

The planet has a surface gravity of 0.22G, a rotational period of 14 hours, and a year is 382 days. The planet has a thin, unbreathable atmosphere, no magnetic field, and surface temperatures are high enough to burn exposed flesh in seconds.

Arouaios has no moons.

Star System: Thessalia

Thessalia-3/Yumyrkos (3rd planet)

A blue planet with a multitude of small continents and islands, Yumyrkos is a world with a violent history, diverse biosphere, and is home to several opposing factions. As such no one faction holds complete dominion, creating a tense political and military situation and complicating travel near this planet. Yumyrkos has a surface gravity of 0.98G, a rotational period of 24.5 hours, a year of 402 days, and a breathable atmosphere.

Yumyrkos has two small rocky moons.

This planet has its own entry.

Thessalia-6C/Bucephalus

This is a tiny grey and barren moon, with no atmosphere and one immense installation on its south pole. It is neutral territory, and exists purely for trade. Up close, the installation is an immense sprawl of cargo bays and docking ports, all built from the same grey steel. Cargo ships come here to load or unload materials and products in bulk. Because the station is neutral ground, it can buy from anyone, and sell to anyone. This way, companies and colonies can circumvent trading embargoes - the volumes of trade are so massive that a trade embargo against Bucephalus would damage everyone's economy, especially that of whoever started the trade war. Several types of fuel are refined and sold here; the moon also serves as a refueling station. Inside the station, visitors will find only empty corridors of grey steel, stale air, and the occasional repair robot. It is possible to buy mass-produced consumer goods here, often at a discount, through the use of various terminals near the docking ports. An automated system will then deliver the order to the docking port of choice. Day to day operation of the installation is handled entirely by computer systems and maintenance robots. Business deals are brokered in an office building on Corinth city; there is no one to talk to on Bucephalus itself. Should a problem arise that the station's automated systems can not handle outside help will be hired based on experience with previous contracts with related companies or governments.

The moon is protected in space by an automated defense fleet of drone fighters and corvettes, as well as many turrets and missile launchers on the installation itself. A ground assault would be fended off by robotic hoverships and fighters. There is virtually no surface gravity, atmosphere, or magnetic field, so ground combat as such is nearly impossible - it would instead be a space battle with a large surface nearby. The robotic defense force is not meant to fend off a major assault. In the event a large force were to attack the installation, the Corinthian navy will immediately send a task force to the moon. The Corinthian military maintains a significant presence in the system at all times.

The Eclipse Will Come

Your Eminence, I write to you from the diseased

underbelly of the capitol of the Corinthian empire. Your scouts have returned with news from most of the districts in the city. Due to its vastness the mission has taken longer than expected. Your humble servant begs your forgiveness. You will be pleased to know that Corinthian society is everything we hoped for and more. The peasantry is as stupid as it is bloodthirsty, while the rulers stay in their castles high atop the city and do not interfere. Most peasants' mental faculties are inadequate at best. We believe the rulers actively poison their peasants' drinking water. On that note, I would humbly request a further one million of their credits to purchase more water purification devices. We will need them once our numbers begin to swell.

Your preachers have been very successful in their first week. There were only a few incidents, and while the city guards and crime lords have powerful weaponry and armor (merged with their bodies sometimes, such dedication!) they are utterly unprepared for the spells our Great Cause provides. From their dead bodies we recovered the first set of weapons for your new army. We are keeping the frozen corpses so that once we receive the proper spell components they will serve again, and serve you.

The city's poor number countless millions. We have been able to obtain sacrifices without difficulty. The altar to the Cause has not been dry for a second since we arrived. It will not be much longer before our brothers from the Eternal Night will be standing beside us in the darkness.

We do not believe we will be able to convert many soldiers, sailors, or captains to the Cause. In a twist of irony their indoctrination has made their dedication and loyalty absolute. It is considered a grave offense to surrender to an enemy, even if a fight cannot be won. One of the scouts reported that the rulers use a technology for this. Five of your best men are currently attempting to secure this technology. Once they return we will make this technology serve the Cause. I have recalled our infiltrators from the Corinthian navy. Attempting to bribe captains under these circumstances would do little but draw unwanted attention to us. Our next attempt will begin soon. We will plant one of our scouts on a small craft which will be sent to the edge of the star system. Once the ship is outside the reach of the rest of their fleet, the scout will replace the captain, disable the communication system, and order the crew to fly the ship to you. The technology that comprises Corinthian ships inspires little fear in their enemies but the crews' fanaticism does. Perhaps the crew will be the most valuable asset.

The second capture is planned one week from now. Thirty warrior-servants are boarding a transport ship before nightfall. Once they are far removed from this planet and its fleet they will capture the ship and bring it to you. You may expect the first warrior-servants to arrive one month from now.

your faithful and humble servant,
lord Archibald IV

Faction - Hazioth

Hazioth is a reasonably egalitarian culture where things such as racism, sexism, and xenophobia are not the norm. Living conditions are decent, but not opulent, made possible by a more or less properly functioning economy and advanced technology. The world has a positive relationship with Altair though the severely fractured nature of Altair makes reaching agreements a difficult and time consuming process for the Hazioth government. Militarily, Hazioth and Altair have formed an alliance although technically this alliance is only between the Admiralty and Hazioth. Hazioth is not militarily on par with Corinth and all military analysts agree that were it not for the Kurion threat, the Corinthian Hegemony would immediately attack and overrun Hazioth within a month, with Altair falling shortly thereafter. The only short term option for bolstering the defense of both planets would involve advancing the technological capabilities of the Altairian Admiralty but as none of the nations that comprise it are democracies and several are blatantly tyrannical, there is considerable resistance to such a move. Hazioth law does not acknowledge the notion of nobility and grants no preferential treatment to nobles. As most of Altair is ruled by noble families this causes friction and has restricted dealings to the more free thinking, egalitarian societies and the mage guilds.

History

Hazioth is a lush planet with an ecology dominated by hot, moist jungle and swamp. Estimates are that the colony was founded 300 local years ago but no records exist of that time. It remained a minor settlement for most of its history. Once space travel technology advanced to the point where inter-system travel became efficient and affordable, Hazioth became a desirable

location for settlement. Plentiful resources and relatively egalitarian cultural values made it a haven for the poor and disenfranchised from other worlds. This led to a steady stream of immigrants swelling its cities. During this economic boom several massive space construction projects were started, though not all were finished. There are several mining and science outposts in the star system, as well as military bases, but Hazioth has not established any major satellite colonies. Being a relatively small player, Hazioth does not have the offensive military capabilities of Corinth; the military is organised primarily with the defense of the home sector in mind. Recently, corruption scandals have led to a complete political deadlock, and a demand for new elections as the public has lost virtually all faith in the current government.

Culture

Most of society is relatively egalitarian, recognizing that there is a need for both competition and a social safety net. Education is of decent quality, and paid for through taxes. It is mandatory for all children ages 4 and up. Hazioth has a small but thriving art scene, secretly visited by supernatural beings from other planets. Freedom of speech allows for most themes to be touched upon in media, but there are limits on certain political messages, specifically regarding propaganda for racist and fascist agendas. Laws often seem arbitrary and petty to foreigners but are applied extremely strictly. Penalties for all but the most serious of offenses are rarely harsh. Ownership of weapons is limited to pistols and requires a permit, obtaining which requires the overcoming of numerous bureaucratic hurdles. Acceptance of non-humans varies wildly. The capitol and other main cities are historically cultural and ethnic melting pots but the more remote areas have been



Government buildings in Hyerra on Hazioth

relatively isolated, in some cases not having seen new immigrants in over a century. Foreigners and non-humans are strongly discouraged from visiting such locations; the chances of a lethal ambush are extremely high. For immigrants whose political and cultural affiliation lies with hostile factions such as the Kurion Empire and the Corinthian Hegemony, the immigration process is extremely difficult and has a very small probability of success.

Recently, the influx of nonhumans from Altair has caused a major hateful and xenophobic backlash from a vocal minority against the newcomers, and has led many Hazioth citizens to wonder how egalitarian and tolerant their society is. Some even suggest that the concept of a tolerant society is fundamentally flawed, and strict rules of ethnic nationalism are needed for Hazioth to remain functional. Populist and sensationalist media cater to this vision by claiming nonhumans are responsible for economic and social problems, though for the time being, these views have not become mainstream. Social studies indicate a smaller percentage of Haziothians exhibit symptoms of antisocial personality disorder than found among the citizens of most other worlds.

In previous years, scientific institutes received considerable funding for a variety of expeditionary missions. That funding has largely dried up, but the ambition remains and many research projects remain unfinished. Hyerra's various scientific entities are now turning to private contractors and transportation to more cheaply realise their scientific ambitions. Payment sometimes takes the form of revenue from patents, rights to exploitation of discovered sites, or treasure found.

Hazioth also hosts a number of historical research and preservation organisations, which collect historical data and media from all known worlds for archival purposes. They maintain a vast database of information and media of all types, which can be accessed for free, provided the rights have expired. Works to which rights are still held can be purchased at standard prices, the proceeds going to the entities that hold the rights. These organisations work together under the Hazioth Historical Association, which frequently organises expeditions to retrieve data and media from remote or dangerous planets. Some regimes place bans on a wide range of historical data or media, and actively work towards destroying them. Therefore, missions to such locations sometimes include heavy combat, in one instance involving a small fleet of warships fighting its way through Kurion defenders to recover a library containing the last copy of a destroyed nation's collected early entertainment media.

Economy

This planet's cities most closely resemble those of 20th century Earth, with highrises in the city centers, and sprawling urban areas further away. Public transit and (expensive) electric vehicles allow citizens to travel around cities. Planet-wide travel is arranged via repulsor-based airships. Living conditions are generally good,

though some poverty still exists, especially in more remote areas. Citizens enjoy healthcare and education, and employers are required by law to provide a decent number of off days. Higher taxes on many luxury items and import tariffs make these items more expensive than on other worlds. Trade is mostly internal, with the primary exports being consumer electronics and food products. The economic system has its limitations however. High taxes and strict worker protection laws make starting a business relatively difficult and expensive, though low crime rates and a stable economy make it a safe option. As more resources are diverted to education, healthcare, infrastructure, and public safety, the world is left with a modest military compared to major factions like the Kurion Empire and Corinthian Hegemony.

There are a handful of space stations throughout the sector: massive and old rotating wheels predating the discovery of gravity generators. Originally they were intended as space colonies; now they are tourist attractions, with low gravity entertainment parks and trading centers for ship components and wares. There are also clusters of smaller stations in the vicinity of the wheel stations; these were once the industrial base for the construction of the space colonies and were built to be modular. When the space colonies were completed the industrial stations became part of an export-driven economy that thrived for decades, but eventually became less relevant due to political and macroeconomic causes. Many former manufacturing stations are for sale for a fraction of their original worth (often little more than their value as scrap materials). Stations are sold with no production lines or systems installed.

Government

The capitol is Hyerra and is home to five million of the planet's fifty million inhabitants. The Hazioth government is a parliamentary democracy, and relies on coalitions between multiple political parties to form a majority. The government tends to be reactionary and sluggish, hampered by incompetence, corruption, and general insincerity on the part of many politicians. Most citizens agree that the current government has become largely dysfunctional but see little chance for improvement unless a crisis forces major reforms. The military answers to the civilian government and very explicitly can not enforce law, though it has a large degree of freedom to act on military matters during times of war - it is not hamstrung by political indecision on matters of defense, which under Hazioth constitution covers the entire star system.

Foreign Relations

Hazioth maintains a good relationship with the Altarian Admiralty, which is primarily a defensive alliance borne of necessity. Between Hazioth, the Admiralty, and a handful of other, smaller factions, this alliance can provide a credible defense against their main foes, though how long such a defense would

hold is uncertain, and heavy recruiting of mercenaries would certainly be required. Hazieth and the Admiralty also exchange technology and magic, granting a major boost to both sides' economies. The cultural exchange, primarily the influx of Altarians to Hazieth, is generating a hateful and often violent response from a significant minority on Hazieth.

Overall, Hazieth is a small political player compared to the much larger Kurion Empire and Corinthian Hegemony. But, it is the largest democratic faction and effectively leads the alliance between itself, the Altarian Admiralty, and a number of smaller powers such as the Rovigo Remnants. Hazieth's willingness to compromise is ultimately what allows this shaky alliance to function, though it also means no members are truly happy with current arrangements.

Law Enforcement

Police forces on Hazieth are relatively small and not equipped with major offensive weapons or vehicles. A multitude of laws for minor offenses exist and are applied very strictly, providing no end of frustration for visitors, though the fines are manageable. A small number of SWAT teams are available against tougher opponents, and can be flown to troublespots using the police force's hovercraft. Against the most difficult targets such as terrorists and assassins the operation ceases to legally be law enforcement and becomes a military operation, handled by the military. Hazieth Police forces have a significant number of unsolved disappearance cases, some dating back more than a hundred local years. The exact number is not publicly revealed for security reasons, rumors putting the estimates at hundreds of thousands. Since many of the missing individuals have a background involving racism, religious fanaticism, or criminal behavior, citizens sometimes suspect the Hazieth secret service are responsible, but officials deny this.

Healthcare

Providing figures for life expectancy is impossible as the effects of medical breakthroughs, past, present, and future have not and likely can not be factored in yet. Many optimists believe that life expectancies are increasing faster than citizens' age and there is no shortage of citizens who are older than 100 and look younger than 40. The healthcare system is heavily subsidized, and

especially anti-aging treatments are funded by the central government. Economists hope that longer lifespans will allow the population to grow more rapidly and result in a larger economy overall. In addition, workers with a lifetime of experience and young bodies are expected to be a boost the competitive position of Hazieth, both militarily and economically. Finally, having more able-bodied citizens in the workforce and fewer retirees has obvious macroeconomic benefits, and citizens who receive anti-aging treatments forego pension benefits.

The healthcare system is available to foreigners, but to benefit from reduced prices provided by state subsidies, a foreign citizen must be able to show that they will remain on Hazieth or contribute to its society or economy, or an employer must vouch for them. In practice, applications are primarily reviewed based on criminal records and potential antisocial personality disorders as most immigrants settle permanently, and



Tourists from Hazieth (in a cavern under Soroceni)

those who do depart are often deported for being violent recidivists. For the vast majority of immigrants, this application is handled as part of the immigration procedure; those who are rejected are generally not allowed to migrate to Hazioth at all. For foreign mercenaries or other hired security personnel, access to the Hazioth healthcare system is usually part of their contract.

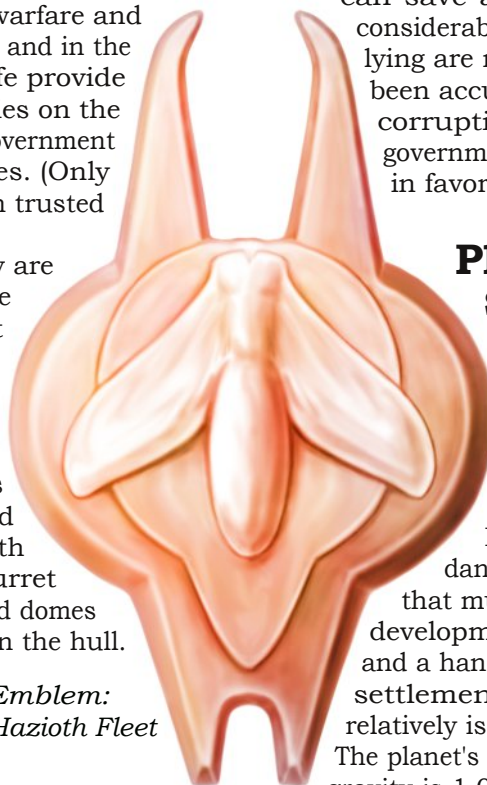
Military

The Hazioth military is a small all-volunteer force. The space navy consists of four dozen ships optimized for ship to ship combat, roughly 200 trans-atmospheric fighter and bomber craft and a variety of support ships. A large military installation orbits the planet and is the primary hub of the sector's defenses. It functions as a training facility, command center, repair dock, fighter base, and is equipped with both long and short range weapons, as well as enough maneuvering capabilities to avoid extreme-range kinetic attacks. The space force has only a small number of dedicated troop landing craft, as invasion is not part of their military doctrine. The planetside military includes hover tanks, hover APCs, infantry, but relatively little artillery. Military doctrine revolves around maneuver warfare and keeping enemy forces outside the cities and in the jungle where the terrain and wildlife provide additional obstacles. Air support relies on the space force. In case of a conflict, the government hires mercenaries to bolster its forces. (Only mercenary organisations that are both trusted and considered capable are hired.)

Ships built for the Hazioth navy are slightly more advanced and expensive than the mainstream. Aside from that the main common design feature is a lack of power projection capabilities. The Hazioth military has no large carrier craft or ships dedicated to planetary assault missions. The fleet is required to provide support to ground troops and ships are aerodynamic with stub wings and control surfaces. Turret mounts are encased in smooth flattened domes and missile launchers are embedded in the hull.

There are a number of mercenary organisations with offices in the capitol. These primarily provide security services to off-planet operations including convoy escorts, base security and military logistics support. There is nothing in the law that forbids the employment of mercenaries on the planet itself, but the amount of paperwork involved is huge, the insurance costs are immense, and the background checks are time consuming. Unless those conditions have been met, mercenary warships are absolutely forbidden from even approaching the planet except to dock at one of the orbital facilities. When approaching a station, a ship will be boarded by Hazioth military personnel, who will inspect it, and oversee the approach and docking procedure.

*Emblem:
Hazioth Fleet*



The Supernatural

Since first contact with Altair, the government of Hazioth has acknowledged the existence of the supernatural, and offered to exchange technology for magic devices and training. Supernatural elements from Altair have been making their way to Hazioth in small numbers: A mage guild office is soon to open in the capitol, were-creatures and magelings making special effects for the local entertainment industry cheaper, and magic trinkets being bought up by wealthy individuals. The Hazioth military is stretched for resources but attempts to incorporate spellcasters into their force and seeks to have personnel trained in combat magic. The populace's attitude towards magic is mixed but leans towards guarded optimism. There is fear magic may be detrimental to health but also optimism that magic will be a boon to the economy. An extremely vocal minority is fearful of magic and seeks to have it, and supernatural beings banned.

Overall those with magical abilities will find employment easy to come by on Hazioth, especially if their magic allows for major financial savings. Depending on what a spellcaster charges, a repair or healing spell can save a car dealer, military, or hospital considerable sums. Spells that prevent or expose lying are not yet accepted in court; mages have been accused of manipulating the results. The corruption scandal that has paralyzed the government is one of the main arguments used in favor of using magic in courts.

Planets

Star System: Saint Helen

St. Helen-4/Hazioth (4th planet)

One-third of the planet's surface is covered in very deep oceans. Much of the planet's continents are covered in lush jungle and dark swamps. Hazioth wildlife is notoriously dangerous and it is perhaps for this reason that much of it remains unspoiled. Economic development has remained isolated to Hyerra and a handful of cities across the planet. Smaller settlements exist but those have remained relatively isolated for much of the planet's history. The planet's total population is 48.1 million. Surface gravity is 1.02G, the rotational period is 24 hours, a year is 411 days, and the atmosphere supports human life. A large orbital garrison defends the planet. Hazioth has one small rocky moon.

St. Helen-5/Nazca (5th planet)

One-fifth of the planet's surface is covered in shallow oceans, the land masses are covered in barrens and grassy plains with forests only near the equator. The planet is known for two things: rain and patterns carved into its large rocky expanses. These complex circular patterns are visible from space and it is assumed the

planet was home to a civilization at some point. A single ruined underground city carved from rock has been found and was the focus of archeological research until funding wore thin. A large stone arc a hundred feet across stands above this city and was a minor tourist attraction for a few years. The gift shop remains.

Close to the archeological site lies a military garrison and supply base. The base has a population of 5,000 military personnel, which constitutes Nazca's entire population. The planet has a surface gravity of 0.93G, a rotational period of 27 hours, a year with 501 days, and a breathable atmosphere.

Nazca has three small rocky moons.

No Limbs

A forest of huge glass and steel towers that could put any king's castle to shame if they cared. Below and around us the city races past as the wind howls. The shuttle's repulsors continually whine, the occasional roar of the plasma thrusters drown out everything else. Below and ahead of us our quarry: A black and vaguely spider-shaped craft slightly smaller than our shuttle. It trails smoke and loses altitude rapidly. A diagram of the enemy craft appears on the HUD in my helmet, apparently the copilot is performing a scan and sharing the data with the team. The image shows a jumble of machinery, intense power readings where the reactor must be. There is a cargo hold with seven half-machine, half-human creatures and to the fore of that two ... half men, is all I can call them. Two caskets, each containing a head and a torso with a multitude of pipes and wires going into their heads and what remains of their bodies. A label next to the casket mentions the bodies are suspended in some kind of fluid. It also reads 'organic control mechanism mk VII.' I try to look away from the ship of horrors but the HUD of course moves with me. I turn it off.

Then I look at the rest of the team, with their guns pointing out the side of the shuttle. This craft is just a civilian shuttle, equipped for scientific surveys and thus carries no weapons. The others shot at the enemy ship through the open door in the side but it was my magic that brought it down. The rest of the team are all wearing similar grey and blue plated suits and helmets, their faces hidden by black visors. Two of them I worked with on Altair. Paladins of some long gone order. Now they're mercenaries. Like me. In the distance the black craft hits the ground and tumbles. All its black spikes are torn off, then it slides, taking all vehicles and objects on the road with it. Fortunately the streets are empty of people. The shuttle sets down a few hundred yards from the crash site and we hustle out. My fat ass has trouble matching their military pace. I'll make it up when I catch up with them.

They get there first and out of the smouldering corpse of the enemy craft crawl black scorched monstrosities of flesh and machinery. They skitter out the top and spread out like roaches, one of them cut down by laser fire. I huff and puff in my suit as I catch up. I must be a comical sight. I think I saw four creatures

make it out of the wreck, and one got shot. But that's no guarantee the others aren't still in there. I contact the shuttle and between huffs and puffs request a scan of the crashed ship. I get an updated diagram of the ship, or the malformed mechanical potato salad it is now. One of the two caskets is still intact, with its occupant alive. Everything else is a twisted mess. The life sign in the casket is fading, so I will need to move fast. If we don't get that one alive it will all have been for nothing. The others are busy fighting the metal ghouls, which have claws, flamethrowers, and some kind of slowing effect. The team is not having a good time, but I can't help them, I have my own job. I reach the wreck, get out my gravitic saw and start cutting. Gravity quickly crushes a hole in the smoldering wreck and I expand it into a tear. This is taking too long. I cast a spell and summon a giant bear. "Tear it open." I say, gesturing for the tear I cut as I step back. The bear grunts and sets about creating a larger opening. It only takes the bear seconds to widen the hole enough. I assist here and there, cutting through reinforced parts where even ursine muscle is not enough. The bear gives me an odd look, a hint of intelligence in its eyes, or at least confusion as to what's going on. I get an unwanted call from the shuttle. "Target is going into shock. You need to move faster, reverend." I don't bother to answer. The casket is in sight and with the saw I cut loose the cables and tubes that won't peacefully disconnect. Shouting over the radio, screaming, and gunfire from all around. Meanwhile the bear behind me is fighting something. I can't be distracted. The casket is damned heavy and I'm no bear. I jump back just in time as it slides out of the hole and crashes into the ground with a crack. Clear liquid pours out, no blood at least. Aside from my mother's casserole I have not seen a more horrid thing in my life. There is an electronic lock on it. I pull a wand from my belt and tap the casket with it. The lock blinks green and a clank indicates the lid is loose. I put the wand away and pull at the lid as hard as I can, and the lid comes off. When I see what's inside I lose all strength in my legs. Before me lies the most horrible, pathetic form of life I have ever seen. A man with no limbs, a hundred thick wires coming out of the holes where his eyes should be, and a dozen other places on his skull. The mouth and nose are covered by a transparent plastic mask, tubes coming out of the nose and mouth, going out of the mask and into a device next to the head. There are devices all around the body, hoses coming out and going into the torso everywhere. It's clear why they cut off his limbs, there is simply no room for them in the casket. The chest goes up and down rapidly, I can hear a gurgling sound coming from one of the machines. There is probably a leak in the breathing apparatus. I hesitantly reach my hand between the mass of wires and hoses, touch the pale sickly skin and let the light shine forth.



Under normal circumstances, there are limits to the atrocities a government can get away with before its people start to revolt, but what if circumstances were abnormal? However fickle the human mind may be, it is not invincible. The basis of the Kurion Empire in its current form is that free will is actively suppressed. A significant percentage (usually a minimum of 10%) of the populace is made 'loyal' through implanted control chips. These do not directly control a person's movements as such, but force loyalty by triggering terrible pain at the slightest sign of disobedience. While they are hardly perfect - they can for example be hacked - the implants are cheap, simple, and can be quickly produced in huge numbers and implanted in dedicated facilities. Pain conditioning is used on more recalcitrant slaves, those who absolutely refuse to budge are killed. Propaganda and intimidation are used in addition to this, to pacify the masses and give some a lie to believe, but overall the system can not exist without the cyborg slaves.

With Kurion history being what it is, there is simply no conceivable way a departure from tyranny can be achieved, even if the Kurion were willing and able, which the vast majority are not.

Kurion Sieu Nhan, also called Kurion or Kurions, translating roughly to 'superhuman lords' or 'the nobility', are considered by those who know them the most tyrannical government in the history of the human species. At the core of this system is a relatively small number of 'nobles' and their unwavering belief in their entitlement to ownership of everyone and everything else. Like so many before them, the modern day Kurion consider themselves a superior breed, the ultimate stage of human evolution. Generations of utter ruthlessness and no small amount of inbreeding has resulted in most Kurion being natural-born sociopaths. They are not merely conditioned to be without mercy; most lack the neurological wiring for empathy altogether. Because of these genetic neurological defects many Kurion are also mentally retarded, but the ruthless nature of Kurion culture ensures that only the cunning are able to maintain positions of power. The average

Faction - Kurion Empire

If all you have is a hammer, everything looks like a nail.

There is no shortage of fascism and tyranny in human history. Usually, they are characterized by propaganda, misinformation, scapegoating, and intimidation, with the threat of violence being much more effective than actual violence. In order to maintain control over a population, a significant percentage needs to be loyal; the government can not survive if the entire population upon which it relies rebels. This requires preferential treatment, for example declaring an ethnicity a superior breed of humans, providing reliable food and income to members of the political party, or religious fanaticism promising a pleasant afterlife for martyrs.

time a nobleman lasts in a certain position increases the further one goes up the ladder. Planetary leaders typically last for decades, while emperors can last hundreds of years.

This faction is intended as an absolute evil. Kurion culture has had hundreds of years to entrench their beliefs and there is no question as to their intentions or their *modus operandi*. Although there is in principle the possibility of peaceful interaction by necessity, the nobility will never view anyone else as more than potential resources. For player characters, this faction could represent an enemy horde they must hold off, or an evil empire to infiltrate. Perhaps the goal is merely to escape or survive the empire, or lead a rebellion against it. One important aspect of this faction is that it is not stable; being the insane and evil nightmare that it is, it is always in flux.

Kurion History

The Kurion Empire dates back hundreds of years, to a time before starships, airplanes, guns, vehicles, or even electricity. Their core belief system has remained more or less constant throughout the ages, but their tools of power have changed.

Early History

The seeds of the Kurion Empire were sown on the planet Tenebre, when the monarchs of two neighbouring kingdoms married. King Matthew Eustathios Antonius Onesiphoros the Second, of the kingdom of Zoremos, wed Queen Cassandra Quan Neirin Theodosios of the kingdom Quirelia. Their kingdoms were 'merged' into the Zoremos Empire, with Onipolis, previously the capitol of Zoremos, becoming the capitol of the new Empire. Matthew Onesiphoros was crowned Emperor, his wife Cassandra took his name and became Empress. The emperor's only son and heir to the throne, Niketas Matthew Onesiphoros (from a previous marriage) was granted rulership of Halviken, the former capitol of Quirelia, now the second city of the Empire. The Emperor loved his son, but felt Niketas did not show enough compassion for those under his rule. Matthew gave his son a city to govern both to let him learn how to govern effectively, and hopefully gain a degree of empathy for the citizenry. Other members of the family retained their previous positions, governing over local areas in the Emperor's name. Some were resentful, believing themselves to be better material for the throne, but the cooler heads of the majority prevailed, and peace reigned.

The new Emperor sought to improve the empire, making it 'the perfect garden' for his wife. Massive infrastructure projects such as new roads, bridges, and renovations were started, but the cost quickly outpaced the economy. Despite this, Matthew Onesiphoros made every effort to make the projects succeed, even going so far as to personally (and symbolically) perform construction work. However, after a few years of massive effort, storms and draught brought the already weakened Imperial economy to its knees. Angry and impoverished citizens rioted and

marched on the capitol, the mob growing with each village and city they passed. Nobles had been attacked, and hamfisted responses from local authorities had only fueled the fires of revolt.

In the capital, the Imperial family was becoming nervous. Protesters' demands were becoming louder and more extreme; some were even calling for the heads of the entire bloodline. The Emperor's personal guards remained loyal, well-equipped, and well-paid, but they would never be able to stand against the might of the imperial army should it side with the protesters.

An old man wearing the apparel of a jester appeared in the Emperor's quarters one night, and made him an offer. The Emperor and his family would gain all the power they needed to control the peasantry, in exchange for a number of human sacrifices each month.

At first, the Emperor was cynical, but the intruder showed him magic, levitating, burning, and freezing objects, in order to convince the Emperor that he was not dreaming. Reluctantly, the Emperor agreed to the terms. He knew that the number of sacrifices would still be far fewer than those who would die in a rebellion, and he and his family would certainly be among the dead in that case.

That night, the first ritual was performed; thirteen prisoners - who were destined to spend the remainder of their days as slaves - were sacrificed. As the victims were crushed from the inside out by the forcibly inserted and slowly expanding iron mechanisms of blades and gears, Emperor Onesiphoros resented what he had resorted to, praying to his Gods that he had made the right decision.

From that day forward, the emperor and each individual in his family could gain supernatural abilities, provided that person made the necessary human sacrifices each month; more sacrifices were needed if they wanted more power. Immediately the next morning, Emperor Onesiphoros the Second personally confronted a riot, daring the peasants to strike him down. The few who tried were turned to ash by magical fire, the rest were forced to kneel. Real magic was something unheard of in the Empire at that time. Some believed the Emperor was truly divine, some believed he was merely powerful or even diabolical, but all agreed that further rebellion was pointless. The rebellion rapidly lost momentum and those who refused to stand down moved their operations underground, biding their time. Following this, the Imperial economy became more tightly controlled and recovered in the following year, when the storms abated and harvests were plentiful again. Prisoners were sacrificed each month, in secret, but only the specified amount, and only those prisoners deemed truly irredeemable.

The situation did not remain stable for very long. After only fourteen months of peace, the rebel underground learned about the sacrifices and them being the source of the Emperor's powers. When the rebellion took this information to the Emperor's son, Niketas Onesiphoros, they sought to convince him to use this information to organise and lead a rebellion against his father. Instead Niketas used the information

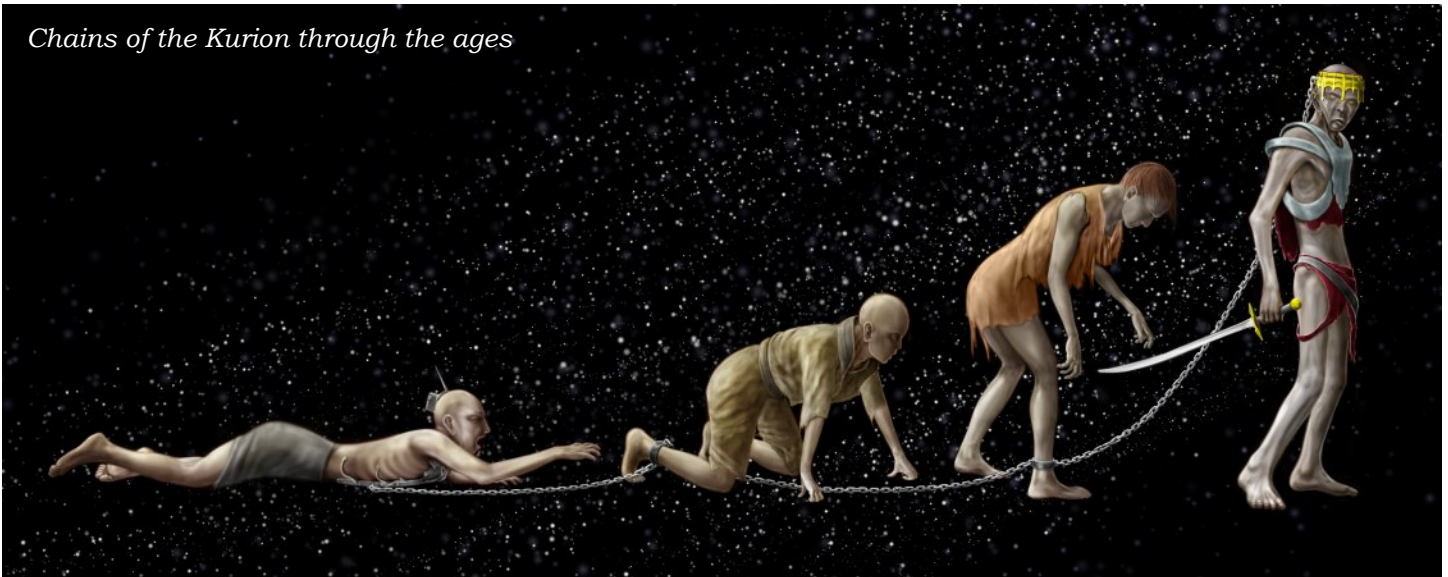
to perform the ritual himself, using the would-be rebels to fuel his magical powers. Once his powers manifested, Niketas traveled to Onipolis, confronted his father and fought him in a duel that laid waste to the palace. Matthew Onesiphoros proved more powerful than his son, but the Emperor could not strike down his son. Evading capture, Niketas fled.

The now-disowned son fled into the capitol city's underbelly and hid there for a week, hiding from the searching soldiers. He repeated the ritual, and found that the more victims he sacrificed, the more powerful his abilities became. He began performing these rituals in public, and defeated a large number of soldiers sent to stop him. Then he gave his father an ultimatum - give the throne to him, or die. Knowing his son's rule would be despotic, the Emperor saw no choice but to increase his own powers by making more sacrifices. Very soon the public became aware of the sacrifice-fueled arms race, but there was nothing they could do to stop it. Instead, cults sprang up, and many were sacrificed as common citizens attempted to gain powers

found that stricken with grief at what her husband had become, the Empress committed suicide. There may have been many things to fight against, but at that point, the Emperor had little left to fight for. Bereft of the will to win, the Emperor told his troops to return to their families and try to flee what remained of the Empire. He took a moment to pray to his Gods one last time, and cursed himself, swearing to never stop fighting, never to rest, until the unholy ritual was eradicated from the world, by killing all those who perform it, and erasing all knowledge required to perform it. He discarded his crown, left the palace, and fought the attacking armies, killing countless, including many of his hated family members, until death came at the blade of his son.

In the aftermath, the former Emperor lay dead, his son sat on the throne, and a dozen contenders vied for second place and more, always looking for a sign of weakness to exploit. The Empire was in ruins, and the new and utterly despotic rulers made little effort to restore the quality of life for regular citizens. Gaining

Chains of the Kurion through the ages



for themselves - in vain, as the contract was only valid for those of the Imperial bloodline.

Other members of the family began to stir. No longer content with small roles in the Empire, the more ruthless individuals of the family started performing their own sacrifices, and claimed areas of land for themselves, with terrified peasants and soldiers swearing loyalty out of fear of being sacrificed. In the space of a month, the empire fell apart into a half-dozen small, warring kingdoms. A brutal war followed, in which the most ruthless individuals climbed in power, over the corpses of those less willing to resort to human sacrifices.

Less than half a year later, the empire lay in ruins, with several factions laying siege to the capital. Determined to stand his ground, the Emperor led his remaining soldiers in a desperate bid to hold off the attackers in a four-way battle. Soon after the battle started, Emperor Onesiphoros realised that his soldiers at that point followed him not out of loyalty, but fear, he temporarily withdrew. Once back in the palace, he

more power required exponentially more sacrifices, and each nobleman was assigned a maximum they were allotted each month, lest their thirst for power undermine the populace upon which they relied. In order to regain prosperity, and expand their personal power, the new rulers went to war against neighbouring countries. Always thirsty for more 'citizens', land, coin, and power, the Empire began a war of conquest. Sometimes nations were allowed to join on more favorable terms for the previous rulers; they were granted a place in the hierarchy, and allowed to continue governing their nation - now a province - in the name of the Emperor. Commonly, the new nobles were not recognized by the old, leading to no end of rivalry. Because new nobles were not related to the Imperial bloodline, they would not have access to the unholy contract.

Matthew Eustathios Antonius Onesiphoros II

Periodically, rumors resurface of Kurion nobles being attacked by a corpse with an inverted crown on its head. In his final days, Matthew Onesiphoros cursed

himself, and the evil magic flowing within him at the time made this a reality. Doomed to reform as a near-skeletal figure over and over, he wages a never-ending battle against the Kurion Empire.

Matthew may be fighting the Kurion to stop their human sacrifices, he does so primarily to regain his wife's favor, or rather that of the mental image he still has of her. In truth, Cassandra's spirit has long since forgiven him and moved on, but Matthew has no way of learning of this. Matthew is forever stuck with the image of his angry lover committing suicide over his misdeeds, and try as he might, he can never either successfully defeat the Kurion, or regain the favor of the image in his mind.

Industrial Revolution

A hundred years after the birth of the Empire, it had expanded to cover a quarter of the planet's landmasses, and a similar percentage of the planet's population. By then an industrial revolution had swept the planet, first characterized by steam power, but quickly followed by electrical machines for stationary applications, and later fossil fuels for vehicles and aircraft. At that time, the Empire had expanded across land as far as it could, and could only expand further by invading other nations across the planet's oceans. The nations opposing the Kurion had joined together into the Nicandor Alliance, a military power large enough to be a credible threat. The Kurion controlled a third of the planet's surface and population, their enemies controlled a similar percentage, with the remainder being undeveloped and militarily irrelevant.

The Kurion naval fleet was organised into small units of a few dozen warships, each under the command of a low-ranking nobleman. This was a dangerous position, but one with great potential for conquest, glory, and rewards of status.

One such nobleman was Dexomai Aquila IX of Kurion, in charge of a unit in the first attack wave. When other units of the first wave were being annihilated by the better-motivated and more advanced ships of the Nicandor Alliance, Dexomai led his unit to a group of small but strategically important arctic islands, which were connected by ice at the time of year. His unit of submersible battleships and transports emerged through the ice, destroying stationary defenses and overwhelming the local garrisons, with Dexomai personally taking part in the fighting. His actions resulted in the only major victory of the war, leading to him being assigned command of the entire fleet. Minstrels at the time referred to him as 'Dexomai Ironclad' and 'the Icebreaker' after the bulky metal armor he wore during the battle on the ice.

Later in the war, when the Empire had lost control of the oceans and was under siege by the Nicandor Alliance, Dexomai assumed command of the remaining forces. Under his direct command, fleet units were disbanded and organised into larger, more cohesive groups. Taxes were increased on the nobles, requiring each house to pay more into the war economy, and personal guards, often the most effective combatants,

were assigned to military service. He also ordered further rationing of human sacrifices - only those nobles partaking in frontline fighting needed magical fire, or so he reasoned. His policies paid off, and the war gradually shifted back in the Empire's favor. Eventually he took the throne, backed by his commanders, and essentially the entire military. The reigning Emperor refused to stand down, and insisted on a duel - contrary to normal tradition, Dexomai did not fight the Emperor alone, he ordered his entire force to attack the Emperor; it was the most efficient solution to an otherwise wasteful situation.

While Dexomai's reign was highly efficient, and the Empire expanded its borders and technological capabilities significantly, Dexomai himself was reviled by the noble houses for the high taxes and strict sacrifice rations he imposed. This led to his reign being one of the shortest in Kurion history; within a year, most of his commanders had been bought or replaced by rival houses, and he was forced to flee. Disgraced, stripped even of his name, Dexomai swore revenge. Over the course of a month, he carved a river of blood through Kurion cities as he sacrificed thousands. Having been in charge of security, he knew how to stay at least one step ahead just long enough to complete his plan. Once he had sacrificed enough victims, he cast one last spell and vanished from Tenebre.

Dexomai Aquila IX of Kurion

Dexomai is an efficient general, who understands tactics, strategies, and economy. But lies, bribes, assassins, and treachery brought him low. The last spell he cast, for which thousands were sacrificed, reincarnated him in a demon body on a demon-infested world. There he had to serve the other demons for a hundred years to pay off the remainder of the debt incurred by the reincarnation. While not by any means thankful for his services, and certainly resentful of the order Dexomai brought, the demons of that planet had no choice but to admit that his service increased their power relative to that of rival factions. Now that Dexomai is a free person, he is able to charge the demons for his services, the proceeds of which go towards his plans for a return to Tenebre and an attempt at the Imperial throne.

Dexomai does not normally interfere in matters directly, but instead works through proxies to acquire resources. These resources go towards building a small fleet of highly capable ships and elite troops. He is aware that the current Emperor has captured the body of a dragon, something he can not currently defeat. His plan is to recruit mercenaries or starry-eyed heroes - again through proxies - to eliminate the current Emperor. It may be that another will step into the vacuum, an Emperor without a dragon body will be much easier for Dexomai to deal with.

The main obstacle to Dexomai's goals is his new demonic nature. While he was always ruthless, he used to be a calm, cold-blooded planner. Now, his demon blood boils with rage, and must be satiated for him to be able to plan effectively. He accomplishes this by

periodically assassinating descendents of those who betrayed him, briefly giving him peace of mind.

Space Age

Once radio systems were developed on Tenebre the Kurion became aware of the civilizations on Tajano. Tajano was at that point technologically more advanced than Tenebre, and the Kurion panicked, fearing invasion. A program was initiated to develop new technologies more quickly, but the Empire's nobles had inbred for too long, and while there were intelligent individuals, there were not nearly enough to form a reliable scientific and industrial basis. Their longtime enemy, the Nicandor Alliance, was not limited in this manner.

Riveso Nysia of Kurion was at the time commander of a small infantry unit, the lowest station possible for a nobleman. Despite being far more intelligent than virtually all his superiors, he had no real prospect for advancement; Should war occur, he would be sent into the trenches; his superiors would make sure he would not end up in a position to challenge them.

The weapons his unit was equipped with were newly manufactured, yet severely outdated compared to those of the enemy. Every once in a while spies would manage to steal new inventions, blueprints or research documents, and the Kurion factories were retooled to produce newer items. This meant that combat units' equipment would always be years, if not decades, out of date. Aircraft and vehicles were primitive compared to those of the enemy, and Riveso could not imagine victory for the Kurion under the current conditions.

Personally, his low rank meant that he was not entitled to sacrifices, and thus had no magical abilities to help him survive; In a fight, he would have only his wits, his troops, and the equipment they shared. Not fond of the prospect of certain death in the trenches, he had toyed with the idea of deserting, but there was nowhere to run. Once a deserter, he would be a fugitive in the Empre, and in Nicandor territories he would not be welcome either, if he could even make it that far. The solution to his problem was as perfect as it was unexpected.

One day while on patrol in the neutral zone that separated the Kurion Empire and the Nicandor Alliance, Riveso and his unit discovered a spacecraft, far more advanced than anything on the drawing tables of either faction's space programs. Its cargo bay, accessed through two massive doors on the back, was filled with vehicles, weapons, and devices Riveso could not immediately identify.

Dead Nicandor soldiers lay scattered around the ship, as though a battle had taken place. Riveso could tell the bodies had been dead before arriving at their final resting place. An old man wearing the clothing of a popular comedian of the time stepped out of the craft, and explained. The craft was a gift from longtime friends of the Kurion, who decided that the Empire needed 'a helping hand'; the bodies were there so Riveso could claim he had captured the ship from the enemy, officially making it his property. When Riveso asked why he had been chosen for this, the comedian merely smiled and

said Riveso was 'the right man for the job'. The old man walked off into the mist and vanished without a trace, leaving the young nobleman and his unit of slave troops with the ship.

Ten years later, Riveso was one of the most wealthy and influential members of the Empire. Technology reverse-engineered from the ship had boosted the Kurion military and industry to new heights of power, and every year more powerful weapons were being devised. A fleet of ships was being built at the station on the other side of a new space elevator, and Riveso would personally lead the attack against Tajano - if he succeeded, he would become ruler of that planet, an opportunity he could not pass up. The ships had only enough fuel for a one-way trip, and the troops were cybernetically modified so as to minimize the effects of microgravity during the year-long trip. They were also the first troops to be implanted with crude torture chips, should they disobey orders - the damage a rebellious crewmember could inflict upon an expensive spacecraft was far too severe to risk. Riveso himself also underwent cybernetic reconstruction, becoming the first nobleman to trade flesh for a steel body.

The invasion of Tajano was ruthlessly effective, but ultimately yielded little of value. The ships were on a technical level inferior to those of the defenders, but overwhelming numbers ensured a pyrrhic victory. Once orbit had been secured, Riveso faced a dilemma; the remaining ships did not carry enough troops to invade the planet and conquer the enemy nations by conventional means, but there was no fuel for a retreat either. He ordered an orbital bombardment of Durano, one of the two nations on Tajano, targeting its cities, villages, and army units, and eventually what was left of the enemy surrendered. The troops landed, and Riveso became the new ruler of Durano. Tianshui, the neighbouring nation, was left largely intact, but Riveso successfully negotiated a ceasefire treaty. Though his forces were barely numerous enough to occupy the three remaining cities of Durano, he was able to convince Tianshui that a new fleet would come and bombard them from orbit if they did not sign the treaty. This was a bluff: the Kurion were in the process of invading Glory, a primitive desert world, as well as fighting a resurgent Nicandor Alliance, and could not spare ships or troops, but Riveso's steel face proved convenient during negotiations.

During the years that followed, Tenebre underwent a catastrophic war as the Kurion deployed nuclear, chemical, biological, and even crude nanotech weapons. The planet was turned into a lifeless husk, surrounded by radioactive, toxic, and even caustic fumes. The remaining infrastructure was concentrated in a single sealed city, built around the base of the space elevator. All the planet was good for at this point was mining, but efficient industry allowed the Kurion to continue building ships. While the invasion of Glory progressed, the situation on Durano deteriorated for Riveso. Tianshui devoted massive resources to a military buildup, which Riveso could not possibly match with the ruined nation he had conquered. For decades to come, Riveso was a

laughing stock, a king sitting on a throne of rubble, unable to crush the lowly commoners who opposed him.

When ships started coming through the jump points, the situation changed in two big ways: Firstly it was revealed that there were more places to conquer. Secondly, there were powerful factions to avoid conflict with - for now. The more advanced factions were unwilling to trade technology with the Kurion, forcing the Empire to make do with designs that were a notch or two below the cutting edge. Fleets were rebuilt with the best available technology, and were sent through jump points, waging wars of conquest among the stars, that minstrels would sing of for centuries to come. None of this Riveso could partake in; angry, bitter, and stuck on his meaningless ruin of a province, he could barely build enough of a force to threaten Tianshui, let alone other planets.

Eventually he received reinforcements from the Empire, in the form of Living Machine nurseries, a new invention that was genuinely above and beyond anything the other factions possessed. These weapons were deployed in a simultaneous surprise attack across multiple planets, and overwhelmed enemy factions with endless waves of attacking units. Tianshui however refused to surrender, and the Emperor ordered the destruction of all opposition on Tajano, regardless of collateral damage. Riveso was able to convince the Emperor that at least Lixian, one of the major cities, should be captured intact. The rest of Tianshui was obliterated. Adding insult to injury, control over the Living Machine armies was lost, making entire regions, including the city of Lixian, inaccessible and preventing even salvaging of resources. In the end, none of Tianshui's infrastructure or population was captured, leaving a livid Riveso with nothing but a smouldering wasteland of a continent and no hope for meaningful expansion. In the aftermath of the war, when an armistice was signed, Riveso traded the throne of Tajano for a few modern starships and took to a life of piracy, letting less ambitious nobles fight over the scraps on Tajano.

Piracy proved less profitable than hoped. Highly capable mercenaries were hired to hunt down Riveso's small fleet and the few attacks that were successful did not generate enough money to replace lost ships. One day, Riveso received an email containing a video showing the same man who had given him the first Kurion ship, this time wearing the clothes of a contemporary stand-up comedian. The old man explained to Riveso that the key to the Empire's throne could be found on a transport that was currently leaving Altair for Haziioth. Puzzled why he was being helped once more, but eager to seize any opportunity for advancing his status, Riveso ordered his remaining ships to capture the transport. On board was only one thing of interest: Nyadra, a female gold dragon in human form, in suspended animation. After bringing her to Kurion space and preparing to convert her body as a vessel for his brain, Riveso underestimated the dragon's capabilities. She assumed her true form and fought the Kurion forces at the conversion facility for several

days before finally being subdued and turned into a cybernetic host body for Riveso. Armed with his new, powerful body, Riveso challenged the reigning Emperor and easily defeated him in the shortest succession battle in the history of the Empire.

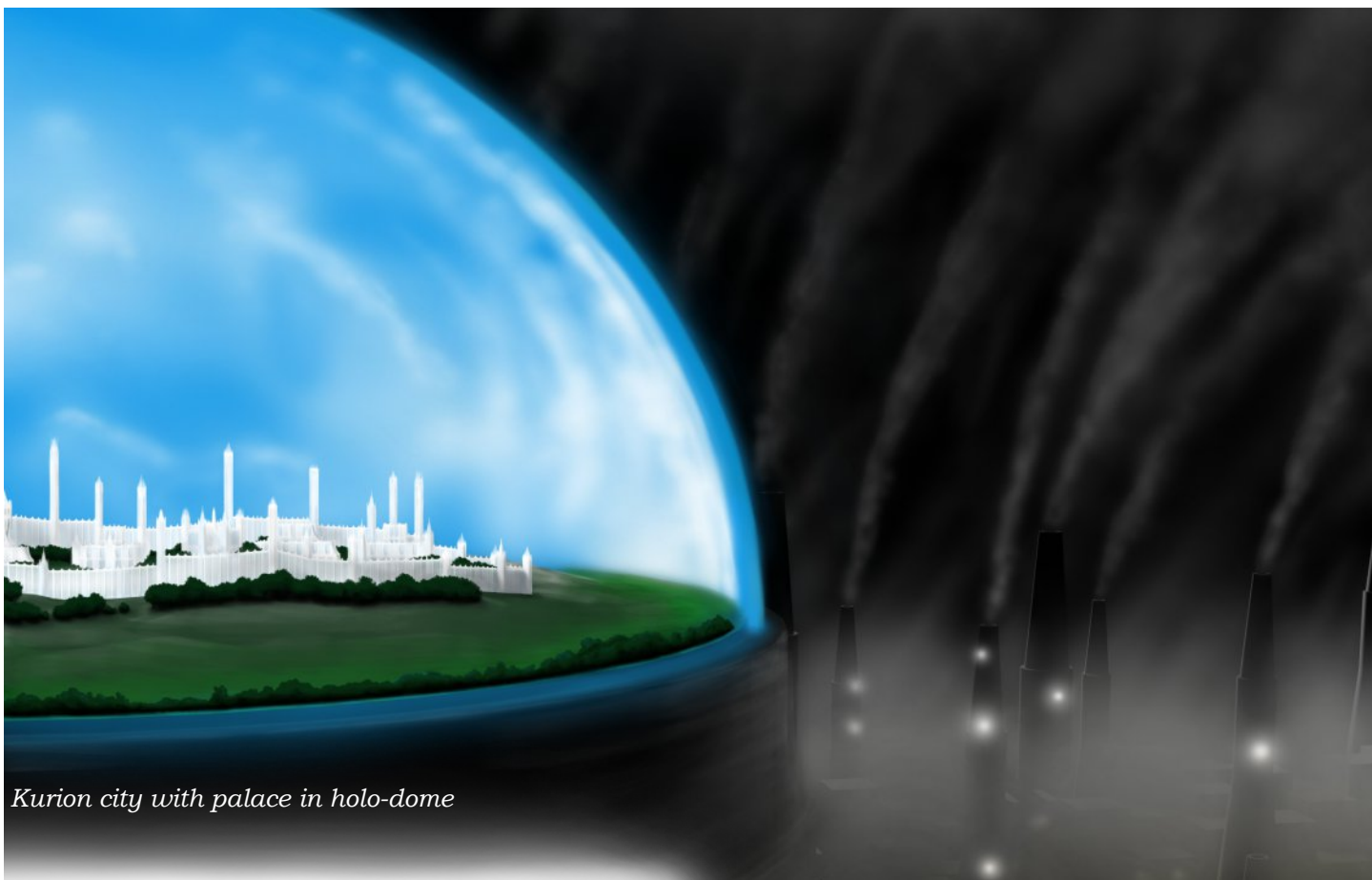
Riveso Nysia of Kurion

Riveso is still the supreme ruler of the Kurion and at 154 years old one of the older individuals in the empire. His focus is on maintaining his power base and ensuring his competitors lose more forces in skirmishes than he does so they never become a threat. He knows the Kurion space fleet is no match for the other factions but needs a source of conflict to constantly wear down the competition. The only alternative is causing direct conflict between them, which could cause damage to the Kurion infrastructure - which would be an unacceptable loss. Therefore he allows his subordinates to continue provoking and probing the other factions, assuming they will prefer the occasional intrusion over all-out war.

He does not make public appearances without a significant force present, nor does he feel there is a point to them. Riveso considers the common people to be mere resources, no more deserving of consideration than dirt. Despite being in perfect health, he is an old man, a product of a bygone era, and does not truly understand the psychology of democratic factions and of individuals outside the Kurion Empire. This makes him a dangerous individual as he may unintentionally provoke other factions or misread their intentions. In addition he is highly arrogant, and does not appreciate the fact that he was for all intents and purposes given the throne by an outside force, nor would he ever acknowledge it.

Riveso has many different cyborg bodies, all custom made. His personal favorite and the body he presents himself in when in public is a that of a dragon. This dragon had most of its brain removed, then was fitted with connections and life support systems for Riveso's brain. As emperor, Riveso can call upon any ship or fleet but typically uses the Kurion flagship, the Fox Hunt cruiser named after him, as his body.

The dragon body belonged to Nyadra, a female gold dragon who intended to travel to Haziioth disguised as a journalist in order to examine the government there and determine its degree of corruption. The cryotransport she was on was attacked by the Kurion, and her cryo tube was taken. When she finally woke up in a Kurion conversion facility, she assumed her true form and fought the Kurion military for several days before finally being subdued. Nyadra's brain is kept in a tank at the imperial palace on Tenebre. It has been implanted with a torture chip and is being used as a spell dispenser.



Kurion city with palace in holo-dome

Government

There is only one authority: the Emperor, and his rule is absolute. Below the Emperor are planetary rulers. In turn below them, each major city and surrounding area is ruled by a single person, the other local nobles having no real authority individually; they vie for second place but must work together to influence their superiors.

The rules of government are changed and broken constantly, the only guarantee of rule is power. In the past, positions were inherited, but technological advancement has made the higher-ranking Kurion effectively biologically immortal. Assassinating or dueling a superior for a position are common methods of succession, but not as common as families maneuvering against someone, simply forcing them to step down in favor of one of their own.

Life in a palace is a constant game of intrigue and betrayal. Newborn Kurion have no real hope of ever attaining any status, and it is very common for 'surplus' Kurion to venture out with a small army of cyborgs, prowling wastelands or space, hoping to earn glory and fame to improve their status. Rivalries between cities are common, but open warfare between two sides would leave them open to attack by a third side. Most Kurion at least pretend to respect each other's territory and skirmishes rarely openly lead to more than angry words at a banquet.

Worlds where the Kurion rule supreme are orbited by censor satellites: massive installations that jam all communication and media broadcasts between planets,

letting through only Kurion military channels and propaganda. Space around Kurion worlds is generally only lightly patrolled, but squadrons of fighters and corvettes are always on standby, either at bases on the planet, or stations in orbit; all foreign ships will be intercepted and forced to land. On worlds the Kurion share with other factions, they can not afford to be outwardly brutal outside their territories, but initiate skirmishes as often as they can get away with. Within their own territories, tyrannical rules are applied; the Kurion fear the militaries of other factions, they do not respect individual citizens unless they have a measure of power. There is a big psychological gap between the Kurion and other factions; sometimes the Kurion unintentionally provoke other factions by underestimating

the value their governments place on citizens. Other times, the Kurion overestimate the casualties foreign militaries are willing to accept over 'small' matters.

Military

Numerically, the Kurion space fleet is massive, with a large number of small, underpowered ships of obsolete design, crewed by unwilling organic control systems. These ships can be quickly produced, but require overwhelming numbers to achieve victory. Strategically, the main disadvantage of these ships is their lack of endurance; they have no internal space and require a nearby base or fleet tender with personnel for maintenance. Nobles houses also possess small numbers of more capable ships, crewed with more capable slaves and captained by low ranking noblemen. These ships are comparable in performance with run-of-the-mill ships of other factions and were usually purchased from third parties. Weapons and systems installed on ships of all classes are comparable to those of other factions.

Planetside military units include hover tanks, airborne combat drones, and spidermech artillery but in battle rely most heavily on human wave tactics involving massive numbers of disposable cyborgs. Most cyborgs are considered expendable, but the 'cheapest' ones - non-augmented random victims implanted with control chips - are generally sent in first. Some cyborgs are intended purely to intimidate a captured populace into submission, and urban pacification units are designed to be as horrific as possible, with body parts visible, often with machine parts embedded in them in seemingly painful ways.

The Emperor controls a significant percentage of the military directly, through a control server. The remainder of military units are organised along lines of house allegiance, with the control servers that manage cyborg slaves being closely guarded. The control servers exist both to ensure loyalty and as hubs of the command and control network. Upstream and downstream transmissions are handled by separate systems; while individual cyborgs can be hacked remotely, the server itself requires physical access to compromise. The network has redundancies and failsafes, and in a desperate situation, control of an army can be transferred to the network of another house. The control networks also manage cyborg slaves who are not part of the military, such as factory workers, but they are not part

of the military command structure.

Soldiers are not as well-equipped or trained as those of other factions. However, because of the way the Kurion Empire ensures compliance from its forces, troops fear the disapproval of their masters more than anything. They will obey any order, fighting with tenacity to the last, with disregard for their own lives if told to. Low ranking noblemen are often placed in charge of squads of slave troops on important missions. They are not suicidal by definition, but botching a mission can have severe consequences.

Economy

Living conditions for commoners in the Kurion Empire vary between provinces and planets, but are generally terrible. Poverty is the norm, water is frequently polluted, disease is rampant, and crime is omnipresent. For most commoners, the only way out of poverty is agreeing to become an indentured servant, giving up free will for safe, clean living conditions and enough food and water to stay healthy. A shadow economy



Kurion cruiser and support ships

exists outside the official one, and most commoners rely on it to fulfil their basic needs, usually through barter. The staple food is a cheap nutrient slurry originally developed for cyborgs.

All industry, resources, and most military assets are the property of noble families, and virtually all trade is between the houses and nobles; the Kurion economy is essentially self-contained, due to the heavy trade embargoes against them. Most outside Kurion controlled areas expect the nobility to cave in on itself in one or two decades, but this has been an expectation others have had before, and the Kurion Empire still exists.

The extreme and oppressive regime means that practically no research can be performed by the Kurion, and what little there is can not hold a candle to societies that allow free thought, exchange of ideas, and enterprise.

As a result, the Kurion must buy, steal, or barter for technology. Buying small numbers of cutting-edge items illegally is not a problem, but retooling factories and upgrading systems to match the developments of other factions is a slow process for the Kurion, ensuring the bulk of their technology is at least a generation out of date.

The Kurion homeworld, Tenebre, has been turned into a toxic and even caustic wasteland. All activity on the planet must take place inside hermetically sealed structures or mines; exposed workers on the surface will find their suits quickly degrading. Because of this, the planet is only used for mining, and only in small amounts due to the cost involved. A massive industrial complex sits at the base of the space elevator, but what it can produce is severely limited by available resources. Because of this, the Kurion are heavily dependent on resources extracted from other planets.

maintenance on ships and vehicles. Defense against large-scale attacks comes from larger military complexes further away. Beyond the industrial zones lie the residential areas, first those inhabited by cyborg slaves, after that the lawless sprawl of slums that houses 90% of the population.

Culture

The core belief that shapes Kurion 'culture' is that the masters, the Kurion themselves, should own and rule everything and everyone. The rest of humanity, or any other species, exists only as resources for the Kurion. This also means that only the masters should have free will. The lesser people are not entitled to it. For anyone but the nobility to have free will is an affront to said nobility. Higher ranking nobles are allowed to perform human sacrifices in order to gain supernatural abilities. The minimum required is thirteen victims per



Kurion slum

Cities

The center of each major city is dominated by a fortress, which serves as both a home for the local dominant family, a logistical hub, and a defensible location. The fortresses are heavily shielded and armed and have fighters and small ships stationed as well as ground forces, including large mobile defense platforms. Satellites warn of long-range attacks, and garrisons in the surrounding areas will attempt to intercept approaching ships.

Surrounding the fortress lies a strip of no-man's land several hundred yards across, which separates the fortress from the rest of the city. Immediately surrounding this lie industrial areas. They are an ugly sight, but building factories near a fortress ensures a degree of protection against attack. Some fortresses have enclosed areas with holographic skies, but the higher ranking nobles typically leave for palaces in more remote areas if they wish to be away from the ugly industrial zones.

Around and between the industrial zones lie military bases, whose task is primarily providing a rapid response against early attacks and performing

month to receive any benefits, but some sacrifice hundreds. To prevent the population from dwindling, sacrifices are rationed, based on a nobleman's status. The ancient contract that trades sacrifices for powers is valid only for descendants and relatives of the original Imperial bloodline; when outsiders are made members of the nobility they do not benefit from human sacrifices.

There were periods in the Empire's history where commoners were willing sacrifices, as part of a mandatory religion that promised a pleasant afterlife for those commoners who served their masters well. This religion is still official and mandatory, but most conquered people are not true believers; The most devout commoners are found in areas that have been under Kurion control for generations. True believers who serve the Kurion nobles well are granted some benefits over other commoners, the most important one being the absence of a control implant. If they are in sufficiently high supply, true believers are assigned to maintaining control over a population, provided that population is relatively peaceful.

Families are not allowed to procreate endlessly. Exact numbers vary between planets and families, but individuals are only allowed to have a limited number

of offspring - at any given time. It is not uncommon for deformed or poorly performing offspring to find themselves among the sacrifices, so new, hopefully more capable ones can be conceived. Nobles are only allowed to procreate with other nobles; bastards are hunted down and killed. Due to centuries of inbreeding, the nobility's genepool has become unhealthy: miscarriages are common, as are neurological disorders. When groups or individuals are allowed to become members of the nobility, they are often highly desired for their 'fresh blood'. Advanced gene therapy, while an available and mature procedure, is not used to fix genetic disorders, as for as-yet unknown reasons it has a chance to remove access to the unholy contract, eliminating an individual's benefit from making human sacrifices. Incidentally, small numbers of individuals have distanced themselves from the Kurion Empire and have undergone gene therapy to remove themselves from the unholy contract.

The Empire's infrastructure, military, police force, virtually everything, is maintained by what the Kurion call 'indentured servants' - humans implanted with cheap, crude cybernetics that allow the Kurion network to direct them to new tasks as needed, and maintains absolute obedience. Robots are used too, but are more expensive to create and maintain, and less intimidating to the populace. When new cyborgs are needed, victims are simply rounded up and shipped off to a processing plant where they are implanted with recycled components. Highly skilled workers are prized, but due to the general lack of education the populace receives, are also rare. Evil supernatural beings such as demons make deals with the Kurion, trading victims for favors, and grant Kurion supernatural powers through human sacrifice rituals. Some Kurion have transformed entirely into demons. For all intents and purposes, the Kurion Empire is a demonic foothold on the mortal plane.

Technically, there are laws the nobles and commoners are required to live by; High Justice and Common Justice respectively, but they have been broken and rewritten so many times over the years, and have diverged across planets, that the nobility does not take the concept of law very seriously anymore. Only the threat of consequences can prevent actions from being taken, not the legality of either those actions or consequences. The laws for commoners are

taken slightly more seriously, as they are required for maintaining order.

Districts close to industrially or militarily important sites are populated by cyborg slaves, and life there is peaceful, with never so much as an argument, and stores 'sell' products for free. While still impoverished, these districts are kept perfectly clean by 'volunteers', and citizens maintain fake smiles at all times. In these areas laws are enforced, and are enforced absolutely.

Citizens who are not part of the cyborg slave network live in abject poverty; healthcare and education are nonexistent, save for what citizens create for themselves. They are largely left to their own devices, and most crime goes unpunished so long as it does not cause problems for the nobles.

There is no legal distinction between the military and law enforcement. The laws of a province or city are laid down by the local ruler, but can be overruled by the law of a higher ruler. In remote areas

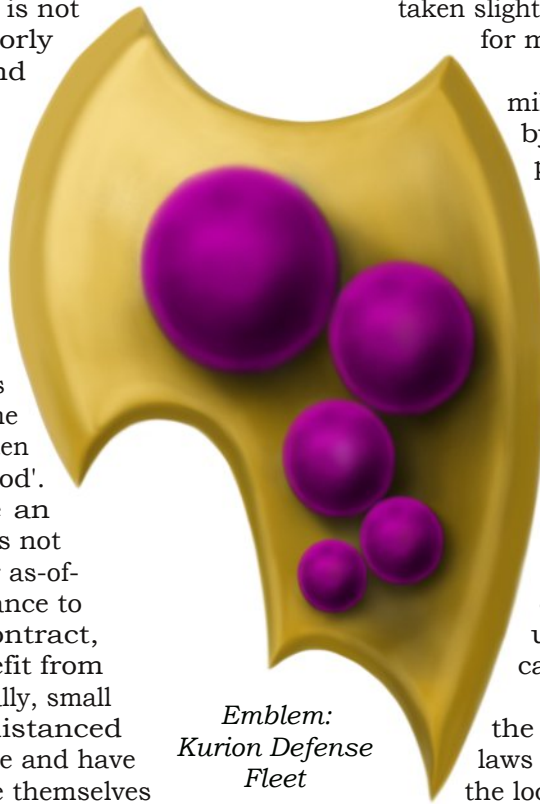
organised crime rules, but criminals know better than to cause trouble in areas important to the Kurion. Exactly what units perform urban pacification duties varies between provinces and planets. Usually, ordinary soldiers in riot gear are capable of maintaining the peace, but in more problematic districts Enforcer Tripods or other terror weapons are used.

Entertainment

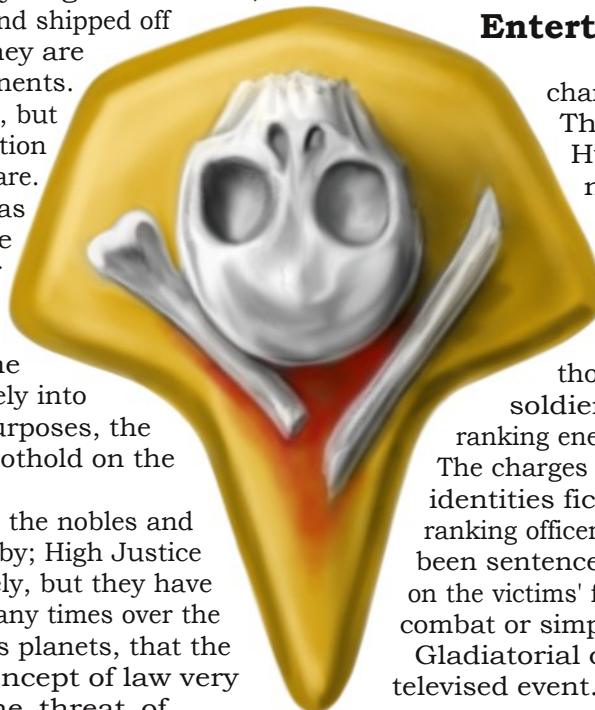
There are only a handful of TV channels, all controlled by the nobility. The most popular is 'Hunters and Hunted', a channel that hosts a number of programs, including gladiatorial combat, propaganda, and the most popular entertainment, 'Fox Hunt'.

A common program is the 'trial' of 'war criminals'. Generally, those are civilians or captured enemy soldiers, given fake identities as high-ranking enemy commanders, spies, or terrorists. The charges are invariably trumped up, and the identities fictional. (Virtually every 'real' high ranking officer in every enemy military has already been sentenced to death. The audience can vote on the victims' fate by sending them into gladiatorial combat or simple execution.

Gladiatorial combat is a frequent, scheduled televised event. Low ranking tournaments allow anyone to enter, and win small prizes. (on the order of up to 5.000 credits per match) Medium ranking tournaments involve powerful cyborgs representing nobles, with much betting involved.



*Emblem:
Kurion Defense
Fleet*



*Emblem:
Kurion Attack Fleet*

High ranking tournaments are between powerful cyborgs and low ranking noblemen, and are generally rigged.

Propaganda tends to take two forms. One key aspect is spouting the ideals of the Kurion. As absurd and horrific as they are to outsiders, there are enough people who accept the propaganda that it is for the Kurion worth the effort of spreading it. There are always those willing to buy into lies if believing them makes life a little more bearable. The other aspect of the propaganda is glorifying the Kurion military and its achievements in past conflicts. Generally history is rewritten or entirely fabricated to suit the message. In recently conquered areas, the general public does not really believe the propaganda, but new people who have never known other sources of information are susceptible. For most commoners in Kurion areas it is a moot point. To them, the Kurion appear to be an unstoppable force, and there is no point in languishing about the truth of their claims; to a large extent, the Kurion Empire's commoners are a broken people.

Fox Hunt is a TV program where nobles hunt down victims in what is presented as a random scenario but in reality is a controlled environment. The odds are stacked very heavily in the Kurion's favor and if the victims manage to escape or win, they will be hunted down after the show. The nobleman himself does not personally get involved in the hunt. They remain in the studio, and issue orders to the force that is assigned to them by the show. They keep an eye on the battle via cameras, either on the combat units themselves, or nearby flying drones. They are also given colored cards that can each be turned in for a one-shot resource. This can be an airstrike, a sensor sweep, reinforcements, or whatever the show hosts think will be interesting. The exact color coding changes between shows, and what each color does is not always announced to the audience in advance. Usually these 'battles' involve squads of cyborg soldiers hunting down rebels or random victims (anyone is a potential target) but occasionally the show will have episodes involving ship battles. The more expensive the hardware involved, the more the odds will be stacked in the Kurion's favor. If a very high-stakes fight goes badly for the Kurion, the broadcast will be replaced with propaganda.

The Rebellion

Remnants of vanquished militaries, survivors of bombardments, escaped prisoners, freed cyborg slaves, mercenaries who found a cause, together they resist the Kurion where possible. They fight with salvaged ships, salvaged weapons, sometimes even salvaged bodies. The Kurion are so hated that there will always be a rebellion. The Kurion themselves acknowledge this and sometimes joke that if all rebels alive now were to die today, there would be a new rebellion tomorrow. At the same time, the Kurion are so well entrenched and absolutely ruthless that the rebellion has no hope of defeating the Kurion without outside help. Were a nobleman in a powerful position to be killed (and they rarely are), another will take their place in short order. To the Kurion, the rebellion is a source

of entertainment, a weak foe that is willing to fight endlessly, regardless of the cost, though also one that always manages to avoid annihilation.

Foreign governments sometimes support the rebels, but only in small ways - and unofficially, as they do not want to provoke the Kurion. Foreign media portray a mixed message of the rebels, depending on their degree of independence from government influence, and what that government wants the public to believe. For the most part, foreign public opinion of the rebels is positive.

The rebels operate from wastelands, hidden bases in slums, and have no access to advanced medicine. As such they can not regrow lost body parts, instead resorting to replacing them with salvaged or newly built cybernetic parts. New recruits are sometimes former cyborg slaves who have already been cybernetically augmented. The rebels make effort to have their cybernetic parts resemble normal human body parts, at least when not in use. Blades, hidden guns, sensors, jamming devices, explosives, there is not a single type of device they have not hid within their bodies.

The rebels' short term goals tend to revolve around freeing more slaves to grow their own ranks. Since the last war ended they have been slowly growing their force, and they are more numerous than the Kurion know, but not nearly numerous enough to mount a serious offensive. Until that time, their primary target is the cyborg slavery program.

The Kurion cyborg slavery program is not invincible. Skilled hackers have freed slaves in the past by disabling their torture chips. However, the process is not guaranteed to work, and suicide rates among freed slaves are extremely high. The torture conditioning process is so rigorous that it is not uncommon for freed cyborg slaves to remain fearful of the Kurion for the rest of their lives, to the point where they can not fulfill any function with responsibility. Even if a freed person remains sane and can function well, chances are they will have some mental disorders and need some guidance for the rest of their lives.

Rebellions on different planets communicate with each other, but unless they possess stealth ships, they have very few means of helping each other beyond information sharing. Because of the poverty the Kurion commoners are forced to live in, the rebels symbolically wear rags over their armor, even though some prominent members are or were quite wealthy.

Planets

The Kurion empire controls three star systems but their claims are not recognized by the other governments. The worlds described below are the more densely populated, industrially, or militarily relevant ones. The Kurion have many more small military outposts and minor colonies that are not mentioned here. All Kurion worlds are orbited by censor satellites, massive installations that jam all communication and media broadcasts between planets, letting through only Kurion military channels and propaganda. Space around

Kurion worlds is generally only lightly patrolled, but squadrons of fighters and corvettes are always on standby, either at bases on the planet, or stations in orbit.

In addition, the Kurion have a presence on Yumyrkos in the Thessalia system. This planet they share with other factions, and their control is more tenuous. Yumyrkos has its own entry.

Star System: Nessos-1/Vitafer (Giver of Life)

Nessos-1-2/Glory (2nd planet)

This planet is one vast sweltering hot desert. There is an abundance of life, well-adapted to the desert, and deadly. In ages past, the locals were scattered countries, far too busy surviving the desert to look up. When the Kurion invaded, the locals barely had flintlock pistols. The Kurion marched their newly acquired slaves through an industrial revolution and started mining the planet for uranium for early model fission reactors. Since then the planet has become a backwater. It has no real importance to the Kurion other than as a secondary manufacturing site for small ships and weapons, and a source of cyborg slaves. The planet has a population of roughly 200 million, scattered across a multitude of cities and villages. A few cities have a population of over ten million, most have fewer than one million. Desert creatures and remnants of the Living Machine army make many areas of the planet inhospitable and a popular site for the Kurion propaganda shows to organise hunts. The planet has a surface gravity of 0.81G, a rotational period of 21 hours, and a year of 312 days. The atmosphere is breathable but dry, and daytime surface temperatures are extremely high. Glory has no moons.

Nessos-1-3/Tenebre (3rd planet)

A world of toxic oceans, blasted rocks, and shrouded in poisonous vapors, Tenebre is a toxic mockery of the green and blue planet it once was. Once it was home to a multitude of civilizations that were swept away when the Kurion seized control. Using early nuclear weapons, chemical weapons, bio-weapons, and crude nanotechnology, the Kurion nobles eliminated all opposition, half the world's population, and all other life on the planet. All that remains now is a single massive city, an irregular black pimple fifty miles across that rises ten miles into the red and purple sky. From the center of the city rises a black column that reaches into orbit and connects to an immense black irregular space station ten miles across. The space station is kept in place with gravitic effects, the space elevator is used to transfer massive quantities of materials and parts to the station, where ships are built at a massive shipyard. Tenebre is the capitol of the Kurion empire and center of its manufacturing capabilities. The city has a population of 400 million, the station 50 million. All common citizens rely on vat-grown nutrient slurry for nourishment. For security reasons, only cyborg slaves and noblemen are allowed on the station. Tenebre

has a surface gravity of 0.92G and a rotational period of 28 hours. A year lasts 524 days. The atmosphere is highly poisonous and caustic, environmental suits will degrade in a matter of days. Glowing purple portals to hell appear at random locations (outside the city) and remain open for days or weeks at a time. Demons roam the planet's surface, but as there are rarely victims to hunt, they tend to get bored.

Tenebre has two small rocky moons.

Nessos-1-4/Tajano (4th planet)

The blue and green planet of Tajano has one brown stain on it. The planet has no strategic importance to the Kurion but is a very popular recreational site for the nobility because of its vast areas of unspoiled wilderness away from the war-torn continent. A population of roughly 50 million remains, all concentrated in three cities. The capitol, Durano, Solnius, and Taskirti. The planet has a gravity of 1.02G, a rotational period of 23 hours, a year lasting 913 days, and a breathable atmosphere.

Tajano has one small rocky moon.

This planet has its own entry.

Star System: Nessos-2/Sotetseg (Dusk)

Nessos-2-2/Arnayek (4th planet)

An planet rich in life and culture, claimed by the Kurion empire several decades ago. At the time of invasion there were over a dozen smaller countries on the planet, organised into two opposing factions. When the Kurion invaded, the populated areas were ravaged. Over the course of the next several decades, less than half the cities were rebuilt. When the Kurion started the last great war, a rebellion swept the planet as the populace were counting on the Kurion military to be occupied elsewhere. They would have been correct were it not for the Kurion Living Machine army, which had endless divisions to spare. The rebellion was crushed, but when the Living Machine army itself rebelled, the Kurion lost control of half the remaining cities. Between the rebellion and the quelling thereof most of the planet's infrastructure was ruined, adding to the existing ruins from decades past. Since the war ended, the Kurion have made little effort in rebuilding the planet. The locals are considered too rebellious and to invest in the planet is considered a waste. Now the Kurion use the planet as a source of slave labor and raw materials. Low ranking nobles rule over partially ruined city states comprised of a mix of old and new architecture. Small cities and villages have a degree of independence as long as they do not fail to pay their monthly tribute in slaves and resources. The planet's total populace is around 200 million, with a third of those living in Kurion cities, a third living in semi-independent cities and enclaves, and a third living as barbarians in the wilderness. There are numerous ruins from the different wars on the planet. Half of those are older cities that were destroyed fifty years ago, and have been reclaimed by jungle and forest. The other half are cities destroyed in the most recent war, and are heavily infested with

Living Machines, with nurseries buried below. The planet has a surface gravity of 1.05G, a rotational period of 24 hours, a year lasting 456 days, and a varied ecosystem with breathable atmosphere. Arnayek has one small rocky moon, and one small ice moon.

Star System: Kelaeno

Kelaeno-9C

A small moon orbiting the ninth and furthest planet. The Kurion established a military outpost on the moon as a staging and refueling site for their early war fleets. The moon itself has little obvious value, but the Kurion continued to expand the base until the resident populace numbered ten million. It now serves a garrison, protecting the more important parts of Kurion territory. The moon consists of rock and ice and has no atmosphere. The base itself lies mostly underground, large areas connected by underground trains and tunnels. Rumors are that the Kurion are attempting to capture dangerous life forms deep below the surface, or that they had already succeeded once, the result being the Living Machines. The moon has a surface gravity of 0.01G, temperatures approaching absolute zero, no magnetic field, and an extremely thin, unbreathable atmosphere. For all intents and purposes, operations on the moon are as they would be in space, with the addition of a wall of rock and ice nearby.

Star System: Thessalia

Thessalia-3/Yumyrkos (3rd planet)

A blue planet with a multitude of small continents and islands, Yumyrkos is a world with a violent history, diverse biosphere, and is home to several opposing factions. As such no one faction holds complete dominion, creating a tense political and military situation and complicating travel near this planet. Yumyrkos has a surface gravity of 0.98G, a rotational period of 24.5 hours, a year of 402 days, and a breathable atmosphere.

Yumyrkos has two small rocky moons.

This planet has its own entry.

Not as bad as I thought it would be

Bleh. There went breakfast. It looks pretty much as it did when it went in. White watery goop with sickly lumps. It smells about the same too. I grab a piece of cloth and wipe my mouth clean. Hover car. Pah. Vomit car is what it is. Glad I'm out of that yellow tin can and on my own feet again. I grab my axe and bag from the vehicle's rear end and slam it shut before looking around. We're in a large open area surrounded by dilapidated buildings two stories high. The ground is some kind of dark rough rock with faded white stripes on it. There are long cracks all throughout and everything is covered in desert sand. Makes sense. We haven't seen a blade of grass since entering this world. That must have been why we couldn't bring our horses. I

follow the others. Andrew still asking questions of Dan. How does this device work and that. How is that thing made and how expensive. And tapping on that black book of his. He hasn't been this excited since we pulled a spellbook out of a pyromancer's dead arse. Dan is carrying one of those weapons they have here. A crossbow with neither cross nor bow. I'll need to bring back one of these when we're done. Elim still refuses to trade in that bow of his. Silly elf.

We walk down the street. Beggars everywhere. Amputees. All human, and they're staring at us. We move on. All the gold in the king's coffers couldn't help this lot. Dan leads us to a tavern. 'Blood Bath' the sign reads in glowing letters. At least it would if the letters were all glowing. 'Blood Bah' is what it is now. We go inside past the door guards. Stoic, those guys. I'll give 'em that. I'd be screaming in pain if I had pieces of metal in my skull like that. Loud, bad music fills the air once we're inside. I have half a mind of finding the bard responsible and shoving his instrument up his arse, but the sound seems to be coming from black bricks on the walls. Dan shouts into my ear: "Excuse me, I have to go find our contact. Why don't you have a drink in the meantime." He excuses himself and leaves the three of us alone. I shrug and walk over to the innkeep. I take a piece of this world's currency out of my pocket and slam the paper on the counter. "Ale." I speak very clearly to the man. He just stares down at me. "A-L-E." I speak more clearly in case he misheard it the first time.

It takes Elim a few moments but he is able to buy us a few small bottles of this world's beer and we find ourselves a table. People are still staring at us. Bunch of men with metal arms and legs, or no legs at all. Dan told us this place was at war not long ago. These must be the people who lost. There's a big black flat rectangle not far from our table, one of these windows with nothing behind them. Monitors Dan calls them. Great entertainment. He already agreed to include one of these in my payment. Maybe I should get another one, it'll be worth a fortune if I sell it to the right people. Andrew presses a button on the table and the monitor springs to life. It shows steel castles floating through the night sky with no ground beneath them. "Boring." I inform Andrew and he presses the button again. Now the monitor shows four men in rags holding weapons, running through a narrow street. Armed men coming after them. Maybe this will be fun. The men hide behind cover and fire their weapons at each other. Fire is the right word. Bright red beams that burn and cut through everything. A few of the pursuers go down in flames - literally - and the four men keep running. Around a corner they go, and more men are waiting for them. And not just men. Three-legged steel ghouls, or whatever those are. There must be three dozen of them. The men in rags duck for cover again but one of them isn't fast enough. He dies and a number in the top right corner of the monitor goes up from one to two. Then Andrew figures out how to turn the sound on and we get to hear someone blathering about great tactics and justice. The three remaining men crawl and run away down

the street as best they can while the horde chases after them. "Paaaah." I wave my hand at the monitor. "Show us a fair fight."

"The nobility isn't into fair fights all that much." Dan finally returns with a bald man in tow. He's wearing a dark brown robe, like Dan, but unlike Dan he has a scar that covers half of his head. Not his face, at least. "Gentlemen, this is Raziel." We give our names and shake hands with the man. He has a firm handshake for a human. That's good. He sits down in silence and watches the monitor. "You like that?" I ask him. He looks at me, with a blank expression. I've seen that expression before, when men see their friends executed. "No. I don't." He responds evenly. Another one of the men in rags gets shot and dies screaming. The number goes up to three. The view changes briefly. In the left half of the screen we see a man in a strange suit talking endlessly, praising some nobleman for his tactics, but all I see in the right hand side is a lump of metal in the shape of a man. Then we see the chase again. Wait. That's Dan's vehicle. I'd recognize that yellow thing anywhere. Isn't that where we were just now? Is this happening nearby? I turn to ask Dan but he's whispering something into Raziel's ears. Weird humans. A dwarf would never be afraid to be heard. I look back to the monitor but it shows just the horde of metal ghouls and armed men coming down a street. This street.

There is a crash and two men, panting and smelling of sweat stumble through the door. The tips of their weapons are glowing. They are the ragged men from the monitor. A moment of hesitation, then patrons start rushing out the back. Guess they know what's coming. Good. I get on my feet and finish off my drink. It's not bad, actually. I'll want another after this.

Miscellaneous Factions

These factions have no power to speak of but can be relevant to the survival or success of characters. They have no political representation nor do they (officially) control any planets.

Faction - Patchers

Patchers are the operators, owners, and inhabitants of large vessels that are always on the move and never settle down. They are named after their habit of endlessly patching up their ships rather than replacing them. Their ships, 'patchworks', are not merely freighters. They are mobile communities, not unlike the gypsies or trading caravans of old. Patchworks are very large ships, carrying entire villages and malls from planet to planet. Depending on the local culture, the authorities may either welcome them, chase them off, or anything in between. If it is allowed to, a trading ship will usually stay in orbit of a planet for a week before moving on.

The hulls of these ships started life decades ago as massive freighters, colony ships, or even star bases refitted with engines. They are always heavily modified from their original specifications, with defensive systems and weapons. In addition, they all carry a small fleet of fighters and bombers. The defense of a trading ship

is handled by the community itself - usually the guards, crew members, and pilots are relatives or friends of the vendors, rarely are mercenaries hired as permanent protection.

Each trading ship is its own entity, operating independently from any other, but all ships share information on attacks, and an attack against one will be seen as an attack against all. Sometimes mercenary services can be sold or bought at a trading ship, though only if the situation is dire enough - trading ship captains will usually avoid trouble that might endanger the ship's future business.

The stores on these ships are usually filled with more expensive items, unique to specific cultures, out-of-print media, banned information, higher quality equipment, and delicacies. The wares on these ships come from dozens of different planets and cultures, some of which may not exist anymore. Inventories are far more varied than what one will find on a typical store on an orbital space station or planetside mall. The legality of each item varies per region; information and media are often outlawed by more authoritarian governments. Still, trading ships are tolerated by most governments, as they provide a source of income and entertainment. Even though trading ships themselves are not inspected for illegal wares, (almost everything is illegal *somewhere*) customers leaving the ship are not so protected. It is not unusual for passenger shuttles leaving a trading ship to be inspected by local authorities. It is up to individual characters to consider the legality of the items they purchase. When it comes to threats of terrorism, illegal weapon trading, or otherwise extremely dangerous and forbidden activities, trading ships will be inspected like any other ship.

Faction - Pirates

Pirates are not so much a faction as they are a recurring phenomenon. There is no central authority among pirates, and every group operates on its own. Usually they have a shared base of operations, where rules regarding violence are maintained. Pirates also fight each other when it suits one of them, and are unlikely to band together unless there is prospect of a considerable reward. Banding together to take down a dangerous enemy is rarely done - the standard approach is to let someone else do the dirty work, and make oneself scarce in the meantime.

Pirates generally operate craft above fighter size and below destroyer size. Fighters require a base of operations; either a carrier or a station. Pirates do not own actual carriers, and fighters operating from a station are limited by their range. Some of the more organised pirates operate freighters refitted as makeshift carriers. Pirate equipment varies from ship to ship; there are no standard loadouts, and many ships are modified. The performance of pirate ships varies as well - many pirate ships are obsolete or poorly maintained and rely on attacking defenseless ships. Attacking a warship, even with a superior force, is seen as foolish by pirates. Pirates in lawless areas can operate openly,

but if they want to perform raids in more secure areas they need stealth systems or be hunted down and destroyed. When they attack, everything is potentially valuable to them. Ship parts, weapons, hull materials, cargo, even crew can be sold to the Kurion, as they make far more capable cyborg slaves than random victims who have the skills burned into them.

Individuals with a good ship and combat skills can make a decent income hunting pirates. The net bounty awarded is usually 1% to 2% of the estimated value of the destroyed pirate ship, plus salvage rights. This requires a contract first; hunting for pirate ships on one's own accord will yield only salvage and a reputation. Corinthian security companies have no qualms about hiring pirates to hunt other pirates - it is seen as a cost effective solution, though few pirates are willing to risk the ire of other pirates. Characters who are known to associate with pirates will be viewed as public enemies by most other cultures, except the Kurion. The Kurion do business with pirates, as it is one of the few ways for them to obtain quality spaceship equipment.

Pirates do not officially rule any planets, but Samag, in the Thessalia system is for all purposes off-limits to anyone not equipped with both a well-armed ship and a well-used trigger finger. The planet has a surface gravity of 0.74G and an estimated 10 million inhabitants. The atmosphere is toxic but there are indications that the lifeless planet once had a silicon-based biosphere, which was destroyed by a previous civilization's pollution. Samag's lawless cities were built on the ruins of this civilization, and while superficially much of the ancient architecture remains, for archeological purposes it has become useless. Scientists infrequently visit the planet on expeditions to less-disturbed ruins but the very heavy combat escorts required make this a highly expensive - or lucrative - business. The ancient, alien artworks of metamaterial sculptures recovered in such missions can sell for tens of millions of credits and are what usually pays for such operations.

Faction - Rovigo Remnants

The planets in the Rovigo system were originally only a loose alliance that did not cooperate effectively, and the system was all but annihilated during the last war as Living Machine armies swept through every planet's defenses. By the time the last capitol world fell the Kurion had lost a significant portion of both their conventional army and Living Machines in the sector and in their anger, the Kurion ordered the extermination of the entire system. Only eight out



*Emblem:
Pirate Group
(one of many)*

of two hundred million Rovigo civilians managed to survive. Since the war ended a small number of bases have been rebuilt and a few small settlements have been established on the former capitol worlds. The sector's asteroid belt and several planets remain infested with Living Machines.

The two largest settlements are both located on satellites of the system's gas giant. The 'Madhouse' is a former insane asylum, whose installation flooded with refugees during and after the war, and expanded into a hodgepodge city of habitation modules and shipwrecks. The 'Potato' is a former mining colony, essentially a tunnel network running through a small asteroid, which similarly flooded with refugees and was able to avoid long-range bombardment using its thrusters. The Potato has since been parked in the gas giant's orbit. Smaller stations are found throughout the asteroid belts, on planets, and at various lagrange points. Most are old, some incorporating rotating sections or asteroids.

Military

The sector's militaries have since been re-established as the Rovigo Militia but during peacetime is not more functional than it was before the war. The instant an outside threat appears the sector bands together militarily. Each outpost provides a few small ships for the fleet with citizens often flying patrols in their personal ships. As such much of the Rovigo Militia is comprised of modified civilian ships flown by volunteers whose only payment is the maintenance of their ships. The Militia's remaining military craft are mostly smaller craft up to corvette size. Rovigo designs are faster than comparable ships of other classes and are specialized for a specific weapon type, or for attacks against specific enemy types. The downsides are higher cost, more difficult maintenance, and high fuel consumption. The Militia also serves as law enforcement and tends to resort to frontier justice rather than long court proceedings, especially when pirates are involved. Members of the Rovigo Militia acts as military, law enforcement, or vigilantes, depending on the circum-stances.

Government

The Militia's Central Command - which contrary to its name is not terribly central, nor effectively in command - is only recognized as an official military by the government of Haziioth and the Altarian Admiralty. Otherwise the Rovigo system as a whole has no official representation in the form of embassies on



*Emblem:
Rovigo Militia
Joint Fleet*

other planets. Instead each small outpost is viewed as its own independent entity and for their part they do not care to challenge that view.

Culture

Culturally, Rovigo is even more divided. The genocide committed by the Kurion during the war left only 4% of the Rovigo population alive, spread across several planets; not enough for the old nations to function. Since then, millions of citizens from the various planets have migrated, forming 'new' colonies of like-minded individuals, seeking to build a new existence free of the constraints of societies where their ideas were suppressed by a majority that did not agree with them. This has resulted in a divergence of political, cultural, and economic ideologies and policies, including several former fringe movements. One small colony of ten thousand, formed by ethnic nationalists, has embraced a policy of ethnic purity and dominance and employs cloning and 'mandatory pregnancies' to rapidly increase its population. An even smaller 'colony' of five thousand, on a decrepit asteroid station, has a strict females-only policy, banning all male presence in a twenty-thousand kilometre radius, and uses artificial insemination to produce only female offspring. Yet another group is attempting to create a society where all property is shared between its twenty thousand citizens, and seem to be doing well, though critics claim this is possible only because their base is situated on a very lucrative mining asteroid. Despite these unusual examples, most communities in the Rovigo system fall within the 'normal' range of cultural values, with none close to fascism, and most being reasonably democratic, and some even experimenting with fully interactive democracies, where citizens can directly vote on policies.

Economy

Because of the Living Machine infestation, mining operations are dangerous, quick, heavily guarded affairs and as a result resources are scarce. This makes Rovigo a lucrative sector for traders, provided they can fend off the Living Machines and don't mind bartering. Beyond valuable minerals, and the occasional salvaged warship, the Rovigo economy has little to offer to other sectors, with its economy fractured between its many small groups pursuing their own goals. This makes it an interesting decision for small-scale businesses with unusual models or practices, but makes large-scale operations, which need a large market to operate, problematic.

The Supernatural

Until recently, the Rovigo system had no experience with the supernatural. Altarians have not settled in the system in large numbers yet, but knowledge of magic is highly sought-after, as are magic items. Whereas some areas may be eager to acquire magical trinkets, Rovigo inhabitants have a more practical mindset and mainly seek spells and items that can support their economies and repair their ships. Some groups are

more eager to acquire magic than others, and some seek to impose rules on magic that fit their ideology, leading to friction with other groups. The limiting factor in the short term is the amount of money Rovigo can offer to Altarian traders. Some argue that in the longer term, the 'questionable mental state' of many Rovigo inhabitants may limit their ability to use magic.

A recent occurrence that started in Rovigo but recently spread to neighboring systems is the reception of radio signals from ships that were destroyed during the last war. When the transmissions are investigated, no ships are present.

Absolution

"Carrot one-five, Stick four. Scan received, course unchanged. Intercept in two forty."

The image is on one of my monitors. A black star-shaped object covered in nodules and tendrils, irregular and undulating. It looks alive, but this is no life form. A 3D grid overlaid on the image gives an inkling as to the object's size; it is massive. A hundred red dots on the grid indicate the locations of smaller contacts attached to the object's outer surface. We've never encountered the main object before, but we know what the smaller ones are. Living Machines, biomechanical warmachines made by the Kurion. Fast, tough, powerful... and uncontrollable. And they're coming our way.

The cockpit is clean and clear of trash, unlike most in the Rovigo Militia. We all do our best to behave professionally when it matters but looking the part is often neglected. The EW operator sits behind me, strapped to his chair. He has a soda hooked to his drinking tube, through his helmet. He silently watches his console, as he always does. He treats this like any other operation, or at least pretends to. The two gunners are more visibly nervous. One of them is a new recruit, a kid from Haziioth who wanted to be a pilot in the Haziioth navy but didn't make the cut. And now he's got the power of a star at his fingertips. Until we run out of fusion warheads of course, but we're not likely to last that long.

On the other side of the canopy the play of gravity fields and bent light is on, visible to us as the green of the cruise tunnel. Our cruise drives are linked, so I have nothing to do right now except prepare. Prepare for what is likely to be the shortest engagement of my career. Here we are, twelve ships: four heavy bombers in Carrot group, and eight heavy fighters in Stick group; together we're strike group 'Temporary Solutions'. And we're all that stands between eight million citizens and 'it'. No other ships can get here in time and if they could, they would be better off evacuating civilians anyway. The converted civilian freighters that launched us are doing just that - it doesn't seem likely we will need to be recovered. This is a delaying action, nothing more. We're outnumbered ten to one, not counting the main enemy ship.

"Absolution squadron, intercept in fifteen. Weapons free."

The transmission is full of static and audio-only. I check the signal. It's coming from right in front of us,

near the enemy. "Arturo, check that transmission please." I tell the guy behind me. A few seconds later he gives me an analysis. The transmission is accompanied by the IFF signal of the Rovigo Prime fleet, which was destroyed early in the war with the Kurion after a mass desertion. "Arturo, scan the area, find out who's messing with us." Another few seconds later he responds. "LM distortion is interfering with medium-range scanners. Visual is all we got. Sixty seconds." A few moments of confusion pass until we receive another transmission.

"Contact."

I'm getting annoyed now. I contact our squadron leader in Stick four. "We heard it too, Carrot one-five. We are proceeding as planned, do not respond to these transmissions." I acknowledge and focus on the attack. We'll likely be given permission to use weapons soon but it's a formality - we took the safety off half an hour ago. Getting ambushed by an enemy you couldn't see is bad enough but happens all the time. Getting knocked out of cruise mode is a pain in the ass and there isn't a lot you can do. But being caught in such a situation without weapons armed is just plain stupid. I'm sure that somewhere, some civilians would be uncomfortable with us flying around with nuclear annihilation literally only a single button push away.

The sensor screen is showing distortions now. I look behind me but I see Arturo is already working on it. Seconds later the screen shows only a garbled mess. "Arturo!" I know it's not his fault - Living Machines are notorious for interfering with delicate systems, and there's no telling what one this big can do. "Put a sock in it, gramps, I'm working on it." is his response. Under normal circumstances I'd get annoyed but right now there's no time. I can tell he is doing his best, but he's having no luck. "Captain, I've got no scanner. Going manual." The kid-turned-nuclear candyman does his best to sound professional but I can hear the fear in his voice. He also keeps calling me captain for some reason. We get the last call from the commander. "Intercept in fifteen. All ships, weapons free. This is it, people."

We're going in blind. Our sensor screen is a garbled mess and the datalinks with the other ships show they're suffering the same problem. Before, we were resigned to our little suicide mission knowing there'd be some point to it all. But now, we may end up dead without a fight, and that makes us nervous. The timer counts down. The automated system will drop us out of cruise together, hopefully in formation. The fighters are ahead of us, hopefully they will draw some fire and allow us to get some payload off. You just never know with LMs. The counter reaches zero and there is a flash. The green cruise tunnel is replaced by a field of stars. An empty field of stars. The sensor screen shows Arturo is trying to find the enemy, and in a moment he succeeds. Through the static and warped visuals, we can see an expanding debris field. Its mass is equivalent to that of a sizeable asteroid. Arturo explains his findings. "Heavy radiation, gravitic distortions. They used gravcannons and nukes, possibly fission warheads."

The small group of ships coasts towards the debris field, confused, surprised, not quite confident yet their execution has been cancelled. "Who is 'they?' " someone calls over the comm.

Faction - Demons/Devils

Accurate information on 'demons' is hard to come by. Rumors have it that they inhabit a parallel dimension, with celestial objects similar to ours, in identical locations to ours, but with only superficially similar landscapes. Rumors have it that there are at least two factions of demons or devils, locked in an eternal war. What are not rumors are incursions by 'ships' created from the organic bodies of spaceborne organisms, fitted with systems and crewed by cybernetic creatures that do not follow normal rules of biology. No demons or devils have been captured yet, nor have any of their ships. Ships have been observed entering star systems at the distance one might expect from a rift-drive equipped ship, but what scans that successfully have been made revealed no rift drives on board.

A small number of small civilian ships are known to have been captured, and in one instance a ship's crew was abducted. Security camera footage on the ship whose crew was abducted shows bipedal creatures with a range of shapes and sizes. All appear heavily cybernetically augmented, and are capable of functioning in the vacuum of space, boarding ships without wearing space suits. It is unknown if 'demons' are responsible for other ship disappearances, but only the Altarian Admiralty is officially investigating the matter - though only a very small amount of resources have been allocated to this investigation.

Both demons and devils make use of cybernetics, augmenting troops to the point where they can survive in the vacuum of space. Boarding troops are sacrificed in any number required to capture ships; the only limiting factor is the number that can be thrown (sometimes literally) at a target ship. Demons have very limited shipbuilding capabilities and rely on magic to make very old, crude ship designs work; the mainstay is a steel sphere that relies on a magical, gravitic distortion for mobility. Devils have more capable ships, whose hulls are carved from the still-living but lobotomized bodies of spaceborne organisms from Okypete and Matera, and are implanted with commercially-available systems including cruise drives.

Both factions are (as far as known star systems go) limited to the EG-13 star system where they are locked in a battle, with a third, minor faction of undead trading with both sides. Both demons and devils use large and ancient space stations of rock and steel, both as offensive platforms (within their star system) and logistical platforms. Both factions use humanoids as slave labor on their ships and stations; wartime attrition is what drives them to perform abductions. Both sides have a population of dozens of millions but only a poor, technologically archaic economic base; they rely on trade with undead and other factions for advanced technology.

Planet - Altair

The presence of magic in principle does not eliminate the possibilities of technology. However from the perspective of someone in a primitive, yet magic-rich society, investing resources in magic likely seems the better option as it is sure to result in relatively short term gains. Technology on the other hand must seem an unattractive investment given how its capabilities pale in comparison to those of magic. A mindset that does not consider the possibilities of technology could prevent a culture from advancing technologically. But what if the technology already exists elsewhere and crashlands on a world ruled by magic? That is the premise of Altair.

Some have said that sufficiently advanced technology is indistinguishable from magic. This would likely offend many mages who have spent much of their lives honing their magical skills. To the common people, it does not matter. They are names given to powerful things they do not possess, do not understand, and tell their children to fear. A wizard's staff fires a ray of fire that burns and kills. A soldier's black metal rod fires a ray of fire that burns and kills. A dragon flies overhead and destroys a castle with its fire breath. A large screaming metal bird with wings that do not move flies overhead and destroys a castle with the eggs that it drops. Does it matter what is technology and what is magic? The dead do not seem to care.

Those who have power and those who wish to have more power, while they rarely truly understand the technology any more than they ever did magic, understand its implications, at least insofar as it concerns their ambitions. Instead of seeking to educate all their subjects they organise special guilds whose task it is to build the most capable technology possible. But the ambitions of the nobility may have to wait. For a different nobility has caught wind of Altair and the hungry beast that is their empire is eager to take it.

History

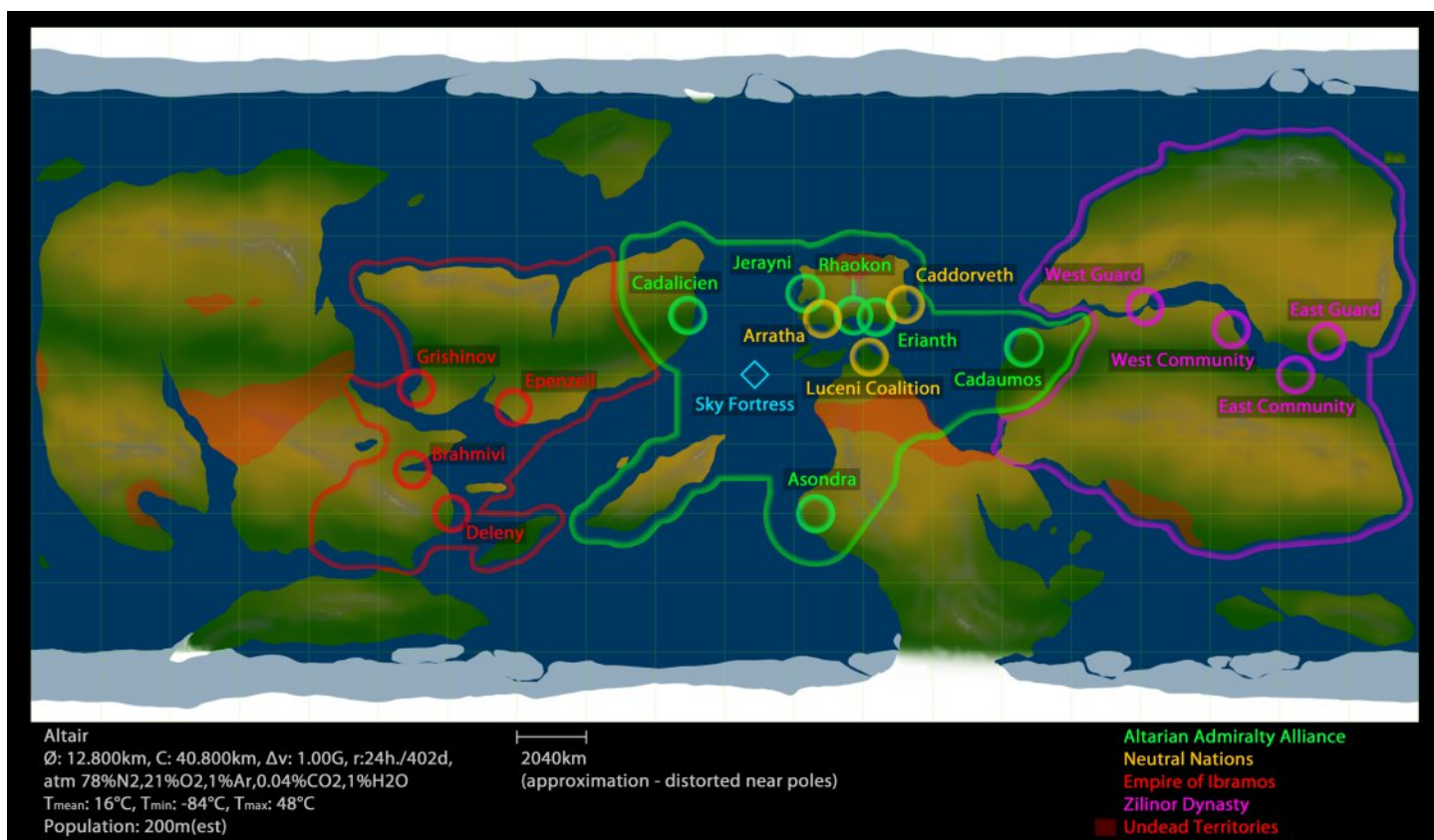
Altair is a world rich in magic, that had not yet undergone an industrial revolution when a crash-landed research vessel granted them access to technology far beyond their understanding. The mage guilds of this world used their magic to gain an understanding of the new technology and its implications. With the aid of the surviving ship crew, the mage guilds organised an education effort to

teach their new machine builders how to use the new tools and how to build more. They have not yet reached the level where the technology they produce is equal to that found on the crashed ship but it is sufficient to build spacecraft. Most shipbuilding efforts involve large work crews using crude tools to build massive steel hulls with thick armor, while smaller groups of experts painstakingly build components one at a time. The current focus is on building a defense force to protect the planet from potential invasion, though technology has not nearly become a common sight in most cities. Common people have often seen little of technology other than the occasional flying machine. However, they will gladly support their local lord with hard work, heavy taxes, or their eldest son, if they promise to keep the 'machine men' away from their farms and villages.

It should be noted that the name 'Altair' is not how the majority of its denizens refer to their planet.

Most have their own terms,
different ones depending
on the local





culture. The name Altair came about after a misreading of a star chart and a misunderstanding. It has stuck ever since.

Ecology

Altair has a wide range of ecosystems and most are barely damaged by pollution or excessive exploitation. Tropical and desert zones extend further from the equator than on other terrestrial planets, leaving a relatively small band for temperate zones. The interior of large landmasses tend to be desert or savannah. Oceanic life is not as large or deadly as on some other planets, allowing relatively safe and easy travel and trade, and large fishing industries. Biodiversity across ecosystems is very high, with a large number of species with no immediately apparent evolutionary connection or clear ecological niche. Scientific studies have only recently started but preliminary results exclude natural evolution as the origin of many such species. Such studies are dangerous and research institutes are forced to employ contractors as protection during missions.

Culture

Until recently Altair has had no commonly available long distance communication methods. There are many areas unexplored on the planet, either due to distance or hazards. As a result cultures were isolated by distance and remain varied. Most of the world has not advanced culturally or technologically beyond a medieval level with many areas far behind even that. Until the discovery of a spaceship wreck, virtually all research effort was of the magical kind, and even that was not

the norm in most corners of the world. Supernatural beings exist everywhere, the degree to which they are accepted in a culture varies wildly.

There is no single or simple description for Altarian culture or how it is affected by the recent discovery of technology. There are desert nations that are as of yet completely unaware of what goes on beyond their borders, magocracies vehemently opposed to any technological development, and ambitious princes who seek to outfit their small armies with advanced weaponry and take a throne by force. Meanwhile pirates look into the night sky and see an endless ocean of easy prey, kings have to balance their commitment to building ships for the admiralty with defending their borders against hostile nations, and the peasantry has no time to contemplate such matters while they work their fields. Evil forces lie in the shadows, waiting for an opportunity to strike while the world scrambles to defend itself along a border it until recently did not even know it had.

In the end it is fair to say that on the surface, life for the vast majority of Altarians has not changed at all. With virtually no communication technology available to the common folk, only a small percentage of the populace has ever seen technology and even fewer have been affected by it - most assume it to be just another form of magic. Nobles, travelling merchants, mages, bards, and adventurers are much more likely to be aware of technology and its implications even when they do not personally have access to it. For now the world carries on as though nothing has changed but sages feel the winds of change blowing.

Economy

A store on Altair is a physical building with a clerk to talk to and possibly haggle with. Payments are made on the spot, with hard coin or barter. Most stores will not accept technological items as barter, unless they are simple to operate and can be demonstrated on the spot. Highly specialized and/or complex items may be bought by the Admiralty, but only through official trading channels. Obtaining magic items requires gold or magic barter.

Major Factions

Most nations are tiny by modern standards, many of them city-states; a kingdom with a million citizens is considered large. A number of them have pooled their resources to construct a planetary defense fleet as a response to several aggressive recon-in-force attempts by Kurion ships and troops. The Altarian Admiralty is in charge of planetary defense, but has no authority over the planet or its countries. Another major faction is the Empire of Ibramos, but it is entirely focussed on its internal power struggles and instability, and has very little interest in the outside world. Its governance is in a constant state of flux, and for the purpose of making and implementing foreign policy, utterly impotent. The third major faction is the Ziliner Dynasty, whose numbers and military capabilities are unknown, but who seem far more concerned with their own evolution to bother interacting with other factions much. Out of all the factions, only the Altarian Admiralty and the much smaller Luceni Coalition have significant off-world dealings, and other factions do not maintain space fleets, though most nations own at least a handful of noncombat ships.

Altarian Admiralty

The Altarian Admiralty is the only faction with a significant space fleet and the de facto authority on the planet, though it only represents a handful of nations. The airspace it claims is by necessity quite large and includes the territory of other nations, who do not approve. Since the Admiralty's official mandate only allows it to act against external threats, this does not affect other nations directly and the matter is a political, rather than military conflict. Mage guilds hold considerable sway in domestic politics of Admiralty nations but are officially subservient to local autocratic rule. They hold enough power to provide an occasional counterbalance to potentially tyrannical rulers. The Admiralty has its own section.

Empire of Ibramos

This empire has been in a state of internal conflict for decades. The history of the Empire of Ibramos spans a hundred years, and only during the first three did it have a functioning government. The Empire was founded when then-king Malach Ibramos vanquished several nations and had himself crowned as emperor of all the conquered territories. The situation lasted until his assassination three years later by rebels from one of

the conquered territories, immediately followed by a declaration of independence from that region, and soon after, all other conquered territories. The imperial army and navy have been struggling ever since to maintain their tenuous hold on the vast reaches of the Empire, while also suffering from internal power struggles as Malach Ibramos' descendents compete for power.

The populace is weary of war and can not be considered loyal, even by the Empire's most loyal generals. Citizens have become weary of swearing allegiance to either the Empire, rebels, or local lords - experience has taught them that power ultimately changes hands and it is dangerous to be on the losing side when it does. The Empire has a large military, with massive ground armies and numerous wooden warships, but this military is entirely preoccupied with controlling the Empire - it has no capacity for waging war with an outside force at all. As a result, the Empire of Ibramos is not considered a threat, despite its warlike nature.

Government

In addition to several conquered nations, the Empire also comprises numerous smaller city states, which are governed alternately by the regional capitol or the Empire directly. The complex system of rule, which is also subject to frequent change, has become highly corrupt and is a constant and terrible drain on local economies. The Empire has barely obtained any technology; it simply can not afford to do so. The local wealthy rulers have more than enough gold to purchase technology, but must keep this a secret, lest they face the wrath of the impoverished masses.

The capitol is Brahmivi, a terribly polluted city of half a million. Its economic output is not nearly enough to support its ambitious Imperial infrastructure and the city is gradually sliding into decrepitude as lack of maintenance takes its toll. The other main cities, Deleny, Grishinov, and Epenzell, each have around two hundred thousand inhabitants, and face similar economical and ecological problems. The total population of the Empire is around ten million, based on rough estimates from orbital scans.

Culture

As part of the conquest, the Empire has systematically destroyed all local cultures and imposed its own. As a result, the Empire is culturally homogenous, albeit primarily through the lack of any tradition or shared history. The purpose of this forced change was to spread the official Imperial religion. The current culture is extremely conservative, though not xenophobic. Citizens fear new ideas, technologies, and magic, but not new individuals per se, provided they conform. The Empire is overwhelmingly human. Nonhumans are only marginally tolerated.

Cities

The city centers - especially the capitol - are dominated by large, imposing buildings with tall pillars

and elaborately detailed facades, all built after the Imperial conquest to present the glory of the Empire to citizens. Further out are older and much more modest buildings. The cost of building impressive architecture such as found in the city centers is simply too high for the Empire now, and all new construction is simple and modest, sometimes downright shoddy.

Religion

Contrary to outsiders, the Empire was not created out of a desire for conquest in and of itself. The first Emperor, Malach Ibramos, believed that a terrible creature would come into being unless the collective will of an empire was brought to bear against it, in the form of a religion.

This religion has two sides; that which is presented to outsiders, and the truth. To outsiders, what Ibramovites practice appears to be a fairly 'normal' religion, with concepts of an afterlife, and rules its followers must obey. These rules pertain to virtually every aspect of life, from sexuality to finance, but the degree to which they control a person's life depends on how devout that follower is. The truth however, that followers keep from outsiders, is that their religion serves what they consider to be a practical purpose; their collective willpower and chanting keep a terrible being away, that would otherwise destroy the world. Should non-followers learn of this, so would the entity they are fighting, and the entity would develop the ability to resist. The exact interpretation of the form this terrible being would take, how it would arrive, and how it would destroy the world, varies between priests. The matter is never discussed openly and only extremely rarely even in private.

There is no truly nefarious purpose at work, but Ibramovites will take any action deemed necessary. This includes eliminating individuals they fear might reveal their secret, individuals or entire movements that might threaten the spread of their religion, or outsiders who investigate the religion too deeply. What is at stake is nothing less than the continued existence of the world, therefore no quarters can be given.

Unknown to most followers is an even deeper truth. Initially there was no terrible creature, but a century of concentrated willpower in a psionically-sensitive region have created a psionic being. This being may well devastate the Empire should its followers stop willing it into submission. It would not be able to permanently maintain cohesion without believers, meaning its existence would be short-lived, but that would be little consolation to the dead. This is the main reason the high priests demand complete secrecy from their followers; the religion must not grow, or the psionic entity would become more powerful, but it must also not shrink, or the entity might break free. It is also feared that this knowledge might cause a mental breakdown in many Ibramovites, and discussion of the matter is absolutely forbidden; it is only revealed to a small number of priests. The racist overtones that are common throughout the Empire's culture are in fact an act of mercy - the clergy considers their dilemma a

human-created problem and seeks to avoid situations where nonhumans get caught up in it. Therefore they fund racist groups and push for racist policies with the goal of chasing nonhumans out of the Empire.

The Empire's official religion has a strong tendency to oppose change and innovation - not out of hate or prejudice, but fear. The fear is that change - any change - might disrupt the precarious religious balance that keeps the terrible being at bay. This strong conservatism is one of the forces preventing or at least significantly slowing down the progress of technology and magic within the Empire's borders.

Foreign Relations

The Empire of Ibramos maintains strained relations with the Admiralty but not because of any territorial ambitions. Instead, it is fear of changes the Admiralty might bring. Technology, magic, education and culture, many things in the countries that comprise the Admiralty have changed, and it terrifies the Empire on many levels. On the most superficial level, citizens, who are overwhelmingly extremely conservative, fear cultural change. Business owners and workers fear they may lose their livelihood to technology. Wealthy and powerful individuals and groups fear a disruption of the power balance by change. And, the Imperial religion's priests fear foreign ideas - especially the scientific method - will disrupt their continuous effort to suppress the terrible being.

While other nations may fear the Empire of Ibramos, the truth is that virtually no one inside the Empire has any appetite for new conquest. Rulers and would-be rulers are only interested in ruling the Empire, and over the past hundred years a myopic worldview has become the norm, that excludes the rest of the world from their thoughts. Those with power, or those who wish power, are also not interested in violent conquest per se either - the desire is to increase one's personal wealth and power, and violence is merely an inefficient way to obtain it. Military commanders themselves have adopted a ritualistic form of warfare, where as often as possible, positions are held, captured, or lost based on the movements of wealth and allegiance of the wealthy. This reduces the amount of bloodshed and destruction, but also makes maintaining a power base frustrating and expensive as all-pervasive corruption prevents any true military allegiance.

To the west of the Empire lies a large area that has thus far proven impossible to conquer. Settlements are few and far between with only a handful of city states. Local cultures there are primitive, cruel, and warlike, and entire regions, the ruins of former kingdoms, are infested with undead. In the past, incursions into these areas have resulted in counter-attacks by local tribes and undead.

The Supernatural

Magic is not unknown in the Empire but not common; because it is difficult to fully control by those who do not wield it directly, potential mages are encouraged to place themselves under a lord. Doing

so removes many of the official limitations on what mages are allowed to learn and cast. New spells must be approved by the Empire, and are judged on the degree to which they might disrupt the status quo.

Pestilent Whispers

One factor working against stability in the Empire of Ibramos is a phenomenon known as the 'Pestilent Whispers'. An assassin casts the spell and chooses three short phrases, and a nonmagical disease. They then whisper (or speak) these three short phrases to three different people who are likely to communicate this phrase to a target, not aware of the nature of the whisper. Once a person - presumably the target, but anyone can be affected - has heard all three phrases, they are struck by the disease. The phrases must be communicated audibly, in person. Technically any phrases can be used, but only a limited number of people can be infected by the disease before the spell ends. Until that number has been reached, the risk of infection remains.

The potential of old Pestilent Whispers being spread without people being aware of it results in a paranoid, and silent culture, where most individuals are careful about what they say, and fearful of what is said. Phrases that are common are trusted, as they would be useless if the goal is targeted killings. New phrases are mistrusted - they could be Pestilent Whispers.

Ziliner Dynasty

Its current form is but a shadow of the great Empire it once was. While its territories are vast - most maps will show the original borders of the Empire - the area actually still under its control are but a tiny portion of the whole. At the height of its power, magical experimentation unleashed a scourge of deadly creatures upon the Ziliner Empire. Animal and plant life grew rampant and mutated, rapidly destroying all civilization as they expanded, forming new and deadly species every day. At the time, the Empire was ruled by an Emperor, but governed by a council. Rather than contain the new threat, the councilmembers, corrupt and treacherous, attempted to use the chaos to seize power from the Emperor. Between the infighting and the ecological catastrophe, the survivors were pushed to the edge of the Empire's territories, where they remain today, the rampant expansion of wildlife having since halted.

Life for the survivors was very harsh, dangerous, and often short. Survival required difficult choices and often sacrifice. In the decades following the disaster, the survivors' culture adapted to the new situation, forming into tightly-woven tribes. This ruler is expected to make decisions for the good of all tribes, though some may be sacrificed. If the ruler is found negligent or incompetent, they are cast out. The Ziliner survivors vowed never to let a magical calamity strike again and imposed strict rules against magical experimentation on creatures, which eventually grew to encompass all

magic that was not directly involved with survival. In desperation, the tribes resorted to magical alteration of future generations, forcing the rapid evolution of their people into castes better suited to the harsh living conditions. This forced evolution has been occurring for several centuries and the Ziliner people have become a new species, no longer able to reproduce with baseline humans or other humanoids. No longer able to rely on their land territories to support them, they have adapted to make use of rivers and seafloor, becoming partially amphibious.

Government

During times of relative peace the tribes operate independently. Should an external threat or other crisis require coordinated effort from the tribes, the tribe leaders meet, and summon a gestalt entity, a leader, who is tailored to the task at hand. This leader is empathetically a leader and not a ruler; they have no true authority. This leader guides the tribes towards their collective goal until the crisis is dealt with; then the leader vanishes into thin air.

Military alliances with non-Ziliner are unthinkable to the Ziliner, but trade relations are made with anyone who has something to offer. Giving up territories to foreign powers is unthinkable, seizing territories from foreign powers will be performed the instant an opportunity arises. Should the tribe responsible be attacked by the foreign power, the other tribes will first gauge this foreign power's military capabilities based on how well they fight the aggressor tribe. If the other tribe chiefs decide that the Ziliner as a whole can defeat this foreign power, all-out war will commence. If the aggressor tribe is quickly beaten back by the foreign power, the other tribes will not intervene.

The tribes are organised into four groups: the West Guard, the East Guard, the West Community, and the East Community. The names indicate what the group specializes in; among themselves the Ziliner rarely refer to themselves as part of the larger group, but rather identify as members of a specific tribe. Exactly what tribes are part of what group can fluctuate and entire groups can move to different locations should the need arise. Groups can also be renamed, disbanded, or split; the Ziliner are not culturally attached to historic sites and choose settlement locations based on practical concerns like economic viability and defensive. The total population is unknown. The Ziliner do not share this information with outsiders, and orbital scans are complicated by the fact that the Ziliner build little infrastructure, and that which they build is underground.

Culture

The Ziliner Dynasty is a theocracy; the rules of society and even their forced evolution are interwoven with the religion that developed after the disaster. This religion bans all advanced technology and most magic. Exceptions are made for things that are proven to benefit the people as a whole, and such changes are implemented by gradually altering the religious rules

over the course of decades, so that new citizens remain convinced of the utter immutability of the rules. Towards outsiders, the Ziliner are mistrusting, but rather than hate, there is a mix of contempt and pity; non-Ziliner are separate, purposeless, and biologically inferior. As long as outsiders do not pose a threat to the Ziliner, they will not be attacked. Should conflict erupt, the Ziliner will neither give nor expect mercy; the war can only end with one side dead. Conflicts between tribes are rare, but when they occur, they unfold similarly.

The Ziliner have to a large degree abandoned individuality, and greed has no place in their society. Commodities such as gold and jewelry have no value to the Ziliner except as barter for useful items or services. Despite considering themselves biologically and culturally superior to foreigners, the Ziliner have no stigma against hiring foreign mercenaries; it is considered to be a meaningful use of gold.

Biology

The Ziliner have differentiated into several distinct castes, which are effectively their own species. There is a warrior caste, a worker caste, a hunter caste, and a leadership caste. Warriors are optimized for melee combat and are stronger, faster, and sturdier than normal humans, but suffer from poor eyesight, can eat only a limited range of foods, and suffer from a range of mental disorders. Workers require only two hours of sleep per day, and can go for four days without any sleep at all, though suffer from mild retardation. Hunters are fast and agile, with keen senses and a resistance to poison; in battles they are used as ranged attackers. The leadership caste is only modified in that their lifespan is extended dramatically. The current leaders are only the second generation, and are on average 150 years old. All other castes become adults at the age of five and have a theoretical lifespan of approximately 30 years. Pregnancies last two months. All Ziliner, except the leadership caste, are able to hold their breath for up to an hour and can endure underwater depths of up to a thousand feet.

Currently the leadership caste is experimenting on creating a limited degree of mental connection between tribe members. The short-term goal is not to create a hive mind, but to allow individuals to share sensory data, allowing groups to fight together more efficiently. A true hive mind is a long-term prospect and the leadership caste is not agreed yet on the benefits of such a system. This experimentation is kept secret because it goes beyond what the Ziliner religion and culture consider acceptable. To perform this research, large quantities of magic crystals are imported.

Helium and Exports

Being partially amphibious, the Ziliner people are able to grow crops underwater, fish more effectively, and harvest other items from the seafloor. Several of these items have given them a limited ability to traverse the dangerous landmasses: Bladders from a species of large benthic fish are used as airbags for airships, while helium can be painstakingly extracted from a species

of large clam through an alchemical process in large enough quantities to be used to fill the airbags of airships. These airships allow Ziliner crews to fly over dangerous areas and occasionally mount missions to the old cities in order to obtain high quality weapons and items. These missions still have a high casualty rate but much less so than if the teams had to reach the target cities by foot. A small percentage of the helium extracted is Helium-3, which has by now become a desired commodity for some factions on the planet, giving the Ziliner people a valuable resource to export. The primary trading partner for this is the Admiralty.

Minor Factions

Arratha

The southwest of the continent is dominated by Arratha, a densely populated empire with nearly half a million citizens living in abject self-imposed poverty. The capitol, Arthanon, has a population of only 4.000 but is one of the geographically largest, due to its many farms and lack of large, tall buildings. Largely theocratic, the kingdom imposes strict religious rules on its denizens. Citizens, even the wealthiest, refuse to make use of any technology - even devices such as crossbows are deemed unholy. The absence of any device more complex than a wheelbarrow or cart has rendered the nation backwards even by medieval standards as virtually all labor is performed by hand, with tools without moving parts. The army consists of units such as archers and spearmen, full plate armor is only used by elite troops due to its scarcity. The nation is largely peaceful however; even though other nations tend to paint Arratheans as uncivilized, the chances of an invasion by hordes of barbarians is virtually nil, if only for the kingdom's logistical inability to field a large army for any length of time.

Arratha is not a member of the Admiralty and citizens are by holy decree forbidden from ever boarding a spacecraft. However, materials required for ship construction are mined and exported to other countries in large quantities.

There is no mage guild as arcane magic is forbidden within the borders under penalty of deportation. Ironically, due to the large population and reliance on crude farming methods including slash and burn farming and over-cropping, druids are constantly at odds with the locals, much more so than in other nations. This has led to a religious decree banning nature-worship and related spellcasting.

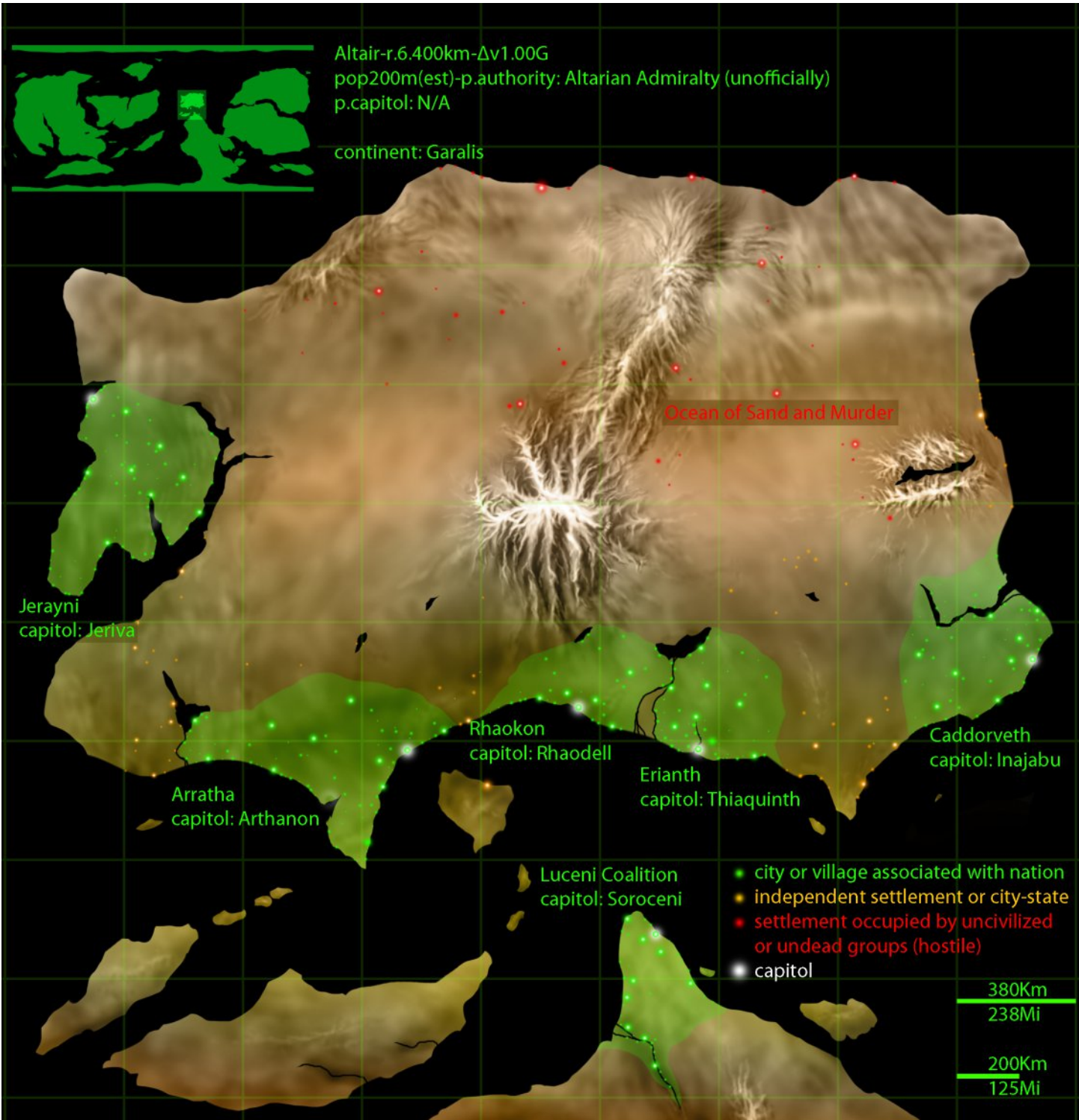
Caddorveth

Caddorveth is the smaller of two elven kingdoms and lies in the southeast corner of the continent. It is not a member of the Admiralty and does not maintain official relations with any other nation. It has a small population of 20.000, primarily elves. The capitol, Inajabu is a small city, at only 5.000 inhabitants, the remainder of the citizens are spread out over many small villages in the jungle and along the coast.

The rulers are a family of elven nobles, the Celethas,

who rely on an army of golems to bully the citizens into submission. The nobles believe they are shepherds and guardians of the 'lesser' folk, and it is their duty to 'guide' them for they are not capable of self-governance. The golems are created to be loyal only to the royal bloodline. In recent years, construction of golems has not kept up with attrition as the oppressed populace obtains more and more technological weapons. As the royals resort to more and more brutal methods to crush the resistance, resentment builds more and more. Several villages have already declared independence and the slow-moving golems are unable to reach villages deep in the jungle. The royals also maintain a small

conventional army but ensuring the troops' loyalty is expensive and the kingdom's coffers are nearly empty. The nation has a mage guild, which has sided with the rebellion. This guild has no official name or headquarters but is nonetheless a member of the guild alliance. Through relations with other mage, and techsmith guilds they are able to obtain technology-based weapons that are far more useful against the golem armies than magic is. Caddorveth elves are fiercely independent and after centuries of oppression, suspicious of and hostile to any government that does not directly answer to its people. Virtually all of its citizens are proficient with



at least one weapon type. Technology-based weapons are in high demand and will frequently fetch up to 110% of their normal value on the 'black' market. Vehicles other than hover-tech based ones are not wanted as they would merely get stuck in the jungle.

Luceni Coalition

This 'nation' is a loose coalition of mostly democratic city-states and villages and occupies the northernmost tip of the landmass south of Garalis. The total number of citizens is unknown but estimated at around 100.000. The central government has its base in Soroceni, a city of 8.000 with a mixed populace. It is the only city in the region with a significant dwarven population. The Coalition offers protection by the joint military but requires member states to uphold certain standards regarding democracy, freedom of speech, and rights. More than a few of the city-states have less savory elements in their governments and aristocracy, remnants from less democratic times. These elements constantly conspire to subvert the functioning of democratic processes for their own gain. As such the Coalition is primarily preoccupied with internal politics and maintaining peace and economic balance between its constituent parts. The Coalition is home to a very diverse populace, history, and scenery, and has managed to become a tourist hotspot for wealthy citizens from other planets.

The Luceni Coalition aspires to become a member of the Admiralty but contains a lizardfolk city-state, villages dominated by harpies, centaurs, kobolds, orcs, and other non-humans. As such the other Admiralty members have thus far denied the Coalition membership.

The Coalition is one of the few nations that has obtained independent space access. Large quantities of ship debris, sometimes including near-complete hulls, are purchased from Hazieth and Corinthian recycling companies and used as materials and components for ship construction and repair. This effort involves several smaller cities but is led by several kobold tribes who also crew the ships. The joint military operates a dozen small ships ranging from shuttle to destroyer size, no two of which are alike. These ships are primarily used to patrol the vast undead-infested desert south of the coalition. The downside of this project is a massive landfill of unsalvageable debris waiting to be re-smelted. The Coalition is the largest supplier worldwide of ship parts and systems to nations, organisations, and individuals. However, to protect their domestic techsmith guilds, the Admiralty members do not allow the Admiralty to trade with the Luceni Coalition.

The coalition has an organisation that is a member of the mage guild alliance but this organisation is very loose and is not considered to truly function as a guild. Usually its members are too occupied with turbulent local matters to be much use to the mage guild alliance. There are several techsmith guilds in the coalition, but they are not taken seriously abroad due to their heavy reliance on salvaged parts. Because the Luceni techsmiths focus on existing technology rather than

developing their own, they are more eagerly embracing computer-assisted and automated production processes than the other techsmith guilds. Currently the Coalition is unable to afford such production facilities however.

Ocean of Sand and Murder

This is less a country than it is a region north of Erianth with a more or less homogenous culture. That culture however is one of brutality with rape, murder, and pillaging being the norm. Geographically it is large, a seemingly endless expanse of desert sand with only the occasional rock formation or oasis with a village. The local populace numbers perhaps a hundred thousand humans, and is organised in tribes of a few hundred individuals led by a warlord. They ride giant insects and wage war against one another, hunt down travellers, and raid villages near the edge of the desert. Their insects are magical creatures that require no food or water once they have grown to adulthood, making them extremely efficient and perfectly suited to the desert environment. As metal is rare, their weapons are mostly composite bows and spears, with tips made mostly of stone or glass, though stolen iron weapons are used as well. The locals have never even heard of the Admiralty, the Kurion, cyborgs, or spaceships, and the word technology has no meaning to them. However, modern rifles, including laser weapons, have been showing up in the hands of raiding parties who know how to use them. Rumors are they are being prepared for something.

Difficulties in Classification

I am doctor Caroline Magnos from Hyerra University, faculty of natural sciences. This will be my fourteenth report update and the last one for this week.

We, group Gamma, have completed our scans of the five sample areas of the forest region in sectors 227-234 (see attachments) and estimates are 95% of macroscopic species within this region have been inventoried, and 21% of the microscopic ones. Note that there are beings here that defy traditional classification - the others are still debating whether some even qualify as life. Several such species have proven hostile and dangerous; to the point where our escorts are now refusing to accompany us into their known territories. Further research into these specific species will require either local assistance or a re-negotiation of the mercenary contract for a follow-up mission. The 'mundane' species catalogued appear to bear many similarities to those found on Hazieth, and fill similar niches. There are however quite a few, particularly large macroscopic creatures, that have no comparable species on Hazieth.

The hardest part thus far has been deciding which species are our responsibility, as many species of 'animals' have turned out to be sentient. On occasion this has helped us, as a particularly large female semi-aquatic constrictor snake helped us collect wildlife samples and explained the niches of several species of snake including her own. She had the ability to assume

human form and the captain of the Ethereal Eye agreed to land in a nearby area and perform a bio-scan on her during the change. Sadly, this merely resulted in a flood of error messages and a cold reboot of the scanner system. Thus far we have not been able to obtain detailed scans of specific beings or organs the locals consider to be 'magical'. The captain won't let us use the scanner for this purpose again, so included with the attachments is my official request for a complete sensor system (mk7.3 or up) with up-to-date software and debugging package.

Our research of sectors 235-241 was next up, but a dispute with the locals has forced us to postpone this and proceed to 242-250 next. (A group of men and women with the lower bodies of horses forbade us from driving our rovers into the area and we can't carry our equipment on foot.) I have sent one of my assistants and a group of mercenaries to a nearby village and attempt to recruit locals with horse-drawn carts, but thus far not a single local has accepted our currency. (Neither digital or cash.) A merchant offered us five hundred gold pieces (4.5 kilograms roughly) for one of our rovers. I know the faculty doesn't traditionally do direct business but this could fund our operation for some time to come and give us much-needed independence. I have told him I will confer with my superiors, so there it is.

The last thing I need to mention is a word of warning to our colleagues of team Epsilon in sectors 787-851 on the other side of the planet. We have attempted to communicate with them but something appears to be interfering with the newly deployed satellites as we are unable to establish a link. After showing them a digitized map one of our local guides told us that the mountain range being investigated by Epsilon is the domain of 'undead spirits and worse' and the weapons we brought will be ineffective against them. I have personally witnessed laser fire and 10mm shells being utterly ineffective against some of the more dangerous beings encountered and I would highly advise you to relay this information to team Epsilon so they can evacuate the area and await a proper threat analysis before resuming their work.

Foreign Exchange Student

Day five. We arrived in the capitol this morning. The pictures don't do it justice. White gleaming towers, red shingles, guards in metal armor and blue cloaks. It's amazing. The guide drove our beat-up old car through the narrow streets with their cobblestones and ox-drawn carts. It was amusing to see the locals' eyes go wide at the sight of this rusty heap. When we finally got to the mage guild entrance there was a crowd waiting for us; students, who wanted to hear all about the world we came from and were eager to show off their magic tricks in front of a camera. Once I get back and this goes up on Mytube it'll be a hit. That'll have to wait a while of course, as we'll be here for at least four years. Not having internet is a small price to pay for learning the magic arts though.

Day six. We were assigned beds in the dormitories, and issued our blue student robes and library amulets. I have to go acquaint myself with the rules for the library, potion lab, guard golems (!) and pretty much everything else. First classes are tomorrow, eight in the morning. I put up my solar panel outside the bedroom window so it can charge my laptop during the day. The girl in the bunk bed below me promised she'll make sure no one touches it. And she's a werewolf (!!!) so I think she can pull that off.

Day seven. Our first day of actual magic classes. We pretty much spent the whole day listening to old men telling us how we need to be careful and responsible with magic. It was to be expected, I suppose. Our group was allowed to take a test on math and literacy so we won't have to attend those classes. I forgot most people on this world aren't literate and basic reading and writing was going to be part of the curriculum. Guess that means more time for magic stuff.

Day eight. Our group put their laptops together and organised a LAN party. They knew *of* computers but nobody here had ever seen or touched one. The other students are in love with computers now.

Day nine. It turns out the head mage is keeping track of his appointments and storing his potion recipes on a small tablet. A bit anticlimactic.

Day eleven. On day ten, I dropped my computer and it broke. Today, Annie (the wolf girl), touched it and the computer instantly repaired itself. I was really sweating there for a while. I actually asked around about buying a replacement but there is only one store in the city that sells computer hardware. Their models are obsolete and their prices are insane. I asked why there is no one else selling them as they could easily charge much less and still make a huge profit, but the other students told me nobody else is allowed to - the store owner is good friends with the local authorities...

Day twelve. A shuttle landed in the courtyard today, dropped off new students. Four princes from a nearby kingdom, plus servants. We've been told not to talk to them unless spoken to first. Supposedly their kingdom is ten beheadings south of tyranny and their magical education is part of a negotiated deal to prevent all-out war. This should be fun.

Planet - Recrementum

This world seems 'normal' enough at first glance. Peaceful cities and kingdoms inhabited by humans, elves, dwarves, and other races. Flying boats and degenerate tribes. Oceans and islands. But this normalcy is only skin-deep. The planet has a surface gravity of 1.01G, a rotational speed of 25 hours and an atmosphere perfectly suited to (human) life. The planet has two rocky moons.

This planet is located in the Okypete system, and is not on any official map.

History

The planet has had the misfortune of being used for various experiments that have left pollution, magically uninhabitable areas, and problematic populations on it. It has also been used as a dumping ground for radioactive waste. It is not known when sentient life appeared on the planet, but the range of species is varied, and is similar to that found on Altair - though virtually no one on the planet is aware of it. The planet is currently 'guarded' by Star Wraiths, who destroy approaching ships, keeping the planet unknown to other factions. The planet's ecosystem itself is likely to have been engineered in the distant past, with huge artificial islands chained to the ocean floor, a false ocean floor consisting of vegetative matter, and numerous animal species that could not have evolved on this planet.

Ecology

The planet's ecology is rich and varied, like that of other planets like it. It is dominated by ocean, and many of the 'land masses' are in fact resting on bodies of buoyant coral, chained to the ocean floor with organic links, suggesting major geological engineering took place in the planet's history. (Almost no one on the planet is aware of the nature of the land masses.) Most plant biomass exists in the oceans, forming a shallow, false ocean floor. This false floor is where most of the planet's photosynthesis takes place, and it is this layer that ultimately controls the planet's atmosphere. This is also why heavy pollution and algal blooms pose a long-term threat to the planet's biosphere. Below the false floor, the ocean depths are host to a range of huge and alien predators, but those creatures cannot tolerate sunlight and do not venture near the surface during daytime. These creatures sometimes rise to the surface at night and some are powerful enough to sink ships or even harass seaside villages. In a few rare instances, villagers were found as undead the next morning.

On 'land', wildlife is dominated by species that at first glance appear to be arthropod, but possess a complex biology including internal skeletons, closed blood supplies, and lungs. Mammalian, avian, and reptilian life exists also, albeit in smaller numbers than on some other planets. Many species of animals have no clear evolutionary links, or even an ecological niche.

Scattered Kingdoms

Two-thirds of the planet's twenty million inhabitants live in small kingdoms and city states that are scattered across the various floating islands. These kingdoms interact little with each other save for trade, thanks to the large distances and low population densities. The old architecture in the cities is varied, while newer buildings are more similar. Language and cultural values are also similar across the planet, thanks to fast and convenient travel by magic flying ships.

Government

Most if not all decisions are based on short-term profit for the leaders, with only marginal concern for the welfare of the kingdoms. Land and resources are plentiful enough that the welfare of the kingdoms is not threatened by this, for the time being. While politically and militarily separate kingdoms, they are culturally and functionally similar enough that they are virtually interchangeable, and conflict is more likely to erupt between social classes across several kingdoms, than between kingdoms themselves.

One thing that might threaten the peace is ecological damage caused to the planet by various projects. This damage has not yet reached populated areas and does not threaten the kingdoms' farmland yet. But, once it does, it may cause conflict as nations will have to compete for the remaining farmland.

Economy

The economies of the scattered kingdoms are similar, all relying on fishery and low-intensity farming, relying on a large force of unskilled laborers and a small middle class of craftsmen. At the top is the nobility, which for the time being can afford to rule with a relatively soft hand, though in the past has resorted to brutal oppression when its wealth or power was threatened.

Culture

The dominant culture is somewhat cosmopolitan, accepting most humanoid races, but reducing races more unusual than elves or dwarves - such as were-creatures - to pariah status. Socioeconomic conditions are hardly egalitarian: There are large class differences and there is little upward social mobility. Laws maintain a degree of working conditions and prevent abuse, even for the lowest classes. Aside from the endless working hours for the lowest-paid workers, the work culture is laid back, with at least one off day per five working days.

Frequent sports events are held in the major cities, with cities or kingdoms sending teams of top athletes to compete against one another. These games are followed by fans throughout the scattered kingdoms, with updates being spread by messengers on airships. Many citizens also play the sports themselves on an amateur level, sometimes becoming local celebrities or even rising through the ranks to become part of a city's official team. Rather than there being one sport being focused on each year, there is a wide variety of sports,



especially team sports, that are played, and sometimes the rules or playing fields are changed for a tournament to keep things interesting.

Shared cultural values and long distances between nations means there is very little excuse for open warfare; there is ample room for cities or nations to expand without interfering with another's territory, and demonizing foreigners to motivate an invasion is difficult when they share your social norms. As a result open warfare has not happened in decades.

Over the centuries, small pieces of technology have made their way to the cities from Primo Odium. These are treated as trinkets; it is not assumed that these items are part of a larger culture or infrastructure, nor is there much understanding of their nature unless their functioning is intuitive. On this world, the printing press has not been invented yet; most citizens are illiterate. For those who can not prove noble heritage, books carry a tax equal to ten times the item's regular price.

Airships

Almost as common as regular sailing ships are enchanted ships with the ability to fly at altitudes of up to several hundred feet. Those ships are far more expensive than regular ships but are faster, much more likely to survive or avoid storms, plus they can reach destinations inland, making them a far more valuable asset to shipping companies and militaries. Flying ships allow for viable trade routes, communication, and travel between locations that would otherwise be too far apart, connecting far-flung cities and nations into a somewhat cohesive culture, though not a single empire. Regular ships are still used for low-value cargo,

fishing, and by those who simply can not afford flying ships. Travelling long distances in regular sailing ships can be dangerous; plants growing out of the false seafloor can be a navigational hazard, especially during storms, and large deep-sea creatures sometimes come to the surface at night.

Airships are expensive to build and enchant, but the kingdoms grant subsidies to businesses that seek to have airships created. These subsidies are indirectly paid by the nobility. By maintaining constant and rapid cultural exchange between kingdoms, they hope to prevent conflict and maintain prosperity.

Liquid Heaven

The most troubling conflict on most people's minds is currently that between theoretically every city and the Order of Liquid Heaven. This order serves a powerful and highly addictive drug "Liquid Heaven" to recruit followers into its fold. Followers enjoy several hours of pure bliss each time the drug is taken, and will obey any order for their next dose. The order seeks to recruit powerful and wealthy individuals in order to expand its power and take over the planet, city by city. Its leaders are both simply power-hungry, and see this as a noble cause, since it is a bloodless conquest, and followers can be made pacifists with a simple order.

When a follower uses a dose of Liquid Heaven, they go unconscious for several hours. During that time, they excrete several doses worth of Liquid Heaven from their mouth and nose, which is harvested by the order. When the follower awakens they remember the past few hours as being pure bliss, with no worries, dreams, or thoughts. The drug only affects those who willingly take it. Addiction typically sets in after four

doses, withdrawal symptoms include permanent mental disorders that function as magical curses and can be detected as such. The liquid itself registers as a magical potion with a moderate Enchantment aura. The order's leadership does not use the drug.

No one outside the order knows what their numbers are, estimates range from a hundred to ten thousand. The real number is closer to ten thousand, though the order is split into chapters that operate independently; the order itself does not know its own exact number. Its members will use lethal force to defend themselves, and sometimes to eliminate key opponents, but the image the order seeks to present to the world (when it wants to present any image at all) is that of a peaceful organisation.

Unknown even to the order, Liquid Heaven is a microbial organism that replicates itself in the bloodstream of those who use it, during the unconscious period. The pleasant feelings are implanted at the end of the unconscious period to make the user addicted and take more doses in the future, allowing for the creation of more Liquid Heaven. This implanting of positive feelings, and the addiction, are magical abilities innate to the organism. (The organism is not sentient, nor does it have other magical abilities.) When users are forcibly awakened before the 'high' is over, there are no pleasant memories - instead they will remember feeling uncomfortable, cold, and miserable as countless tiny organisms crawl through their bloodstream. This will not end an addiction however.

Star Wraith Presence

A group of Star Wraiths attack ships that approach the planet. Their orders are to prevent the development of spaceship technology, or at least prevent that technology from being adopted by the planet's inhabitants. The wraiths on this planet have not been in contact with their masters in over a century; they have not received new orders but are aware that starship technology has been developed on other worlds, and their mission may be futile. Buried in the false ocean floor are several starships that were shot down on approach to the planet over the past century. The Wraiths operate from three asteroids in low orbit. Orbital decay is prevented by low-intensity magical gravitic fields. The asteroids function as base of operations for the Wraiths but have no facilities for regular ships, nor artificial gravity or life support. They are protected from boardings by non-sentient undead.

Odium

The Odium project started fifteen hundred local years ago and lasted for nearly a thousand years. It was a commissioned project, paid for by beings of pure evil, formally executed by an unknown cabal, but largely outsourced to several groups of less-than-reputable mages.

The purpose of the project was to turn hatred into a resource that can be used to affect major changes to an inhabited planet. When the project started it was

not certain to what degree its goals could be fulfilled, but the outcome has been declared a success. The exact quantities of money or employees involved is unknown, but certain to be immense. Most low-level workers are likely to never have known the nature of their work. The groups of mages in charge of major components of the program were never informed what they were a part of, but it is reasonable to assume at least some would have realized.

Phase One

The first practical phase of the project involved the study of large numbers of hateful individuals, the development, spread, and dynamics of hate in a population. For practical considerations and to limit costs, the initial phase of the project was limited to a single location, 'Primo Odium'.

The research site comprises a number of islands, arranged in a circle around the main control center. From the control center, a permanent storm is maintained around the island group, isolating the research area from the rest of the world. The system does not actually generate the forces maintaining the storm. Rather, it manipulates weather forces in a large area, forcing the storms into their current location and shape. Without this control mechanism, powerful storms would pass over the islands frequently, rendering them unsuitable to habitation.

Spread across the island group, a handful of small cities and villages were constructed, to guide research subjects into convenient locations and patterns for easy study. Farmland was created to support populations and dangerous wildlife was introduced as a population control mechanism and failsafe. Key elements of this wildlife were controlled from the main control center, but control was limited to forcing the creature's migration patterns.

The main control center was by necessity located in the physical center of the island group and was shielded by an artificial storm that prevents ships from approaching it. To prevent other forms of travel, magical teleportation and extradimensional travel out of, and through the area were blocked in a radius extending to the outside storm wall. This was the most expensive part of the operation, consuming a considerable quantity of magic crystals every year.

Once operations began, hateful individuals and groups were teleported to random locations on the islands in their hundreds. The first few attempts were considered trial runs, and led to population levels too low for the experiment, as groups fought one another based on ideological differences. Based on these results, the Analyzer was constructed; a magical device built from the unwilling minds of seventy-three of the most hateful individuals who perished in the trial runs. The Analyzer was tasked with finding hateful individuals and groups, and teleport them to the islands, sorted in such a way that large groups would work together, at least temporarily. On a practical level this meant research subjects were sorted by ethnicity and beliefs and deposited on separate islands. Communities would

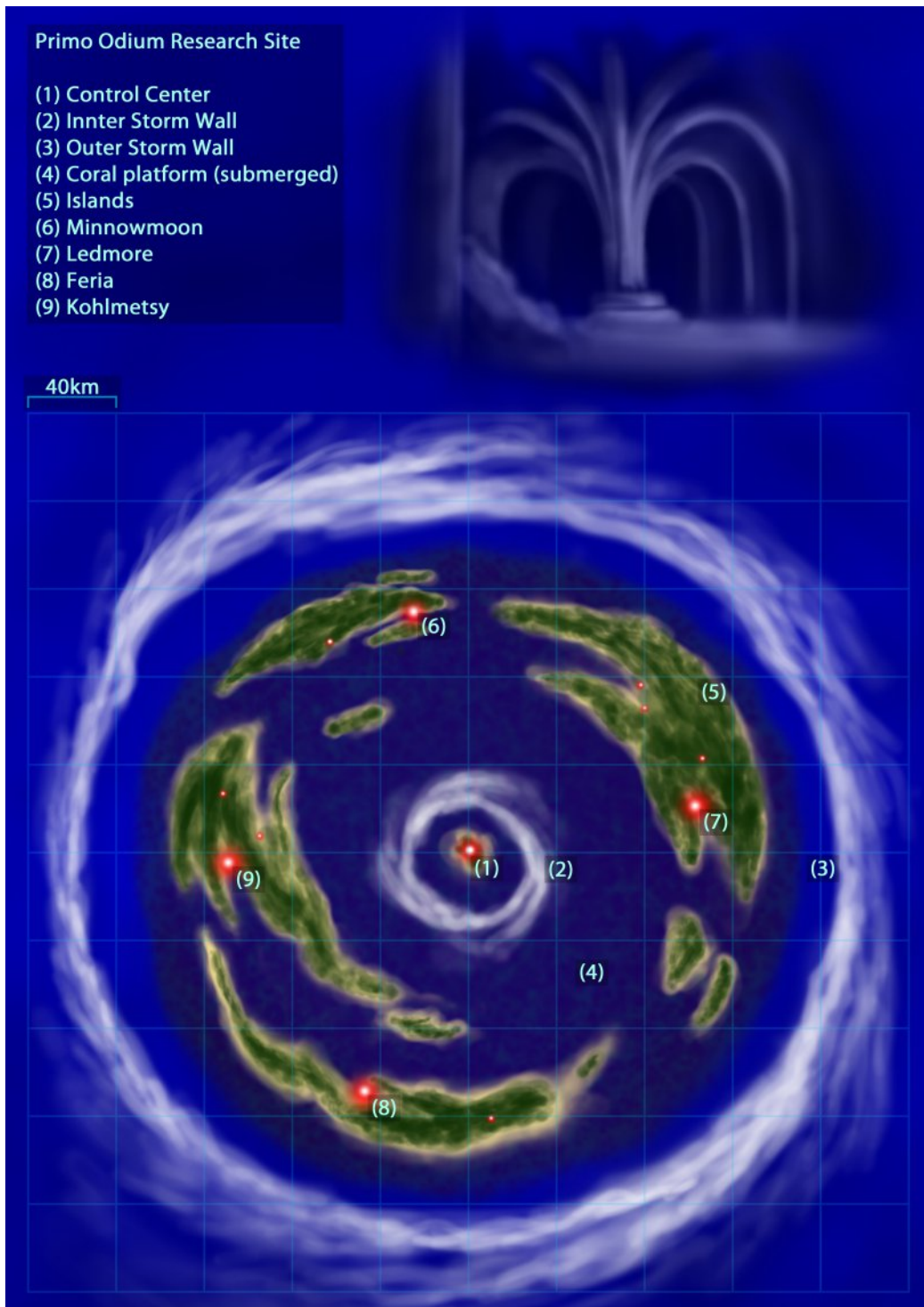
form, often mired by internal conflict, but not to a degree that threatened their existence in the short term. Over the course of years, communities would come into contact with those on other islands, organised conflicts would emerge, and entire populations would die. This was considered an acceptable cycle length for the project and the first operational cycles began.

Tens of thousands of individuals would be deposited on the islands, make their home in the abandoned cities, grow food, and form societies based on bigotry and hatred. These societies would inevitably come into contact with one another, and war would follow. Should a peaceful situation be reached, the researchers ordered the wildlife failsafe to wipe the islands clean, and a new cycle would be started, with slightly different parameters. During this whole process, careful analyses of research subjects' minds were performed, as well as analyses of groups. Initially this research was limited to basic spells and psychological studies, but as time went on, the Analyzer and researchers gained a better understanding of hatred and fine-tuned their spells and methods for the next cycle.

Seven hundred years into the project, a point was reached where an individual's descent into a hateful mindset, the spread of hateful ideologies, and the development of hate groups could be modeled and accurately predicted. By this point the focus of the project had shifted to actively harnessing hatred as a useable form of energy. With fully optimized cycles generating a maximum amount of hatred, researchers devised ways of leeching energy from their research subjects. This proved more difficult than anticipated but after three hundred more years, a solution was found. Rather than creating a way to use hatred directly - which appeared to be an impossibility - it was possible to goad hateful individuals into subconsciously sacrificing their soul.

Under normal circumstances, a soul can not be claimed from an unwilling mortal. But, a mortal can be convinced to give up some of it,

especially if the process is gradual. A prototype device was created that could make contact with a hateful individual's subconscious and initiate a sacrifice-reward mechanism whereby the target would experience momentary satisfaction of hateful thoughts, affirmation of bigoted beliefs, and reassurances of their own righteousness. During that process, the target would sacrifice a tiny portion of their soul. The device could never fully claim a soul, instead leaving it hollowed and rotten; After a number of months or years, depending on the individual, a target would be left as a hateful husk of a person. This harvesting of energy was sufficient for the project's backers and the project moved into its second phase.



Phase Two

The second phase of the project was aimed at creating a device which could perform the prototype's functions on a large number of people at once. Using Primo Odium's optimized cycles - now fully operated by the Analyzer, the process was refined and maximized. But, the research area was limited in the number of individuals it could contain, and once the capacity of the prototype exceeded that of the research area, the project had to move on to larger populations. Operations moved to experimentation on unwitting populations on other worlds. Cycles in Primo Odium continued for a century, as a failsafe, but eventually were shut down, after a thousand years of operations.

Eschaton

After several centuries of experimentation on 'wild' populations, the machinery was refined to a degree where it could be practically used, if populations could be made sufficiently hateful. The finalized design was dubbed 'Eschaton'. Given enough power, it can tug at entire planets across interdimensional distances, creating countless portals between them, allowing mass migration, and invasion. Secondary effects that can be achieved with much less energy were altering of weather patterns to an extreme degree, including unnatural or even impossible weather, and creating self-sustaining plagues of undead. These secondary effects are unavoidable when using Eschaton to connect two locations via portals. While the device can be used to create portals between locations in the physical realm, other destinations are also possible. The device must be physically located on the world that provides it with hate, and it can only make portals from that world. An Eschaton installation is roughly spherical, three hundred feet across, and mostly hollow. It requires an external facility, cavern, or frame to provide structural support.

Drawbacks of Eschaton are that it causes side-

effects and after powering up, takes months for the desired results to be achieved. Random temporary portals to other locations - usually with a significant concentration of hate - appear and will continue to do so while Eschaton is in operation and for several months thereafter. Particularly hateful or strong-willed individuals are sometimes able to fully trade their souls through the system, gaining dark powers or even transforming into demons entirely. This process is in and of itself unreliable and in half of all instances results in the transformation of a random bystander into something resembling a demon, though lacking strictly evil abilities. In such a case the person initially making the trade becomes a weak to moderately powerful undead creature, usually after a week-long coma.

Lingering effects of Eschaton's use plague a population as long as its hollowed-out members remain so. Rarely do hateful individuals manage to heal their souls. In extreme cases, the soul may simply die months or years after the abuse. When that happens, the body continues as a mindless automaton until it dies of natural causes (including starvation or dehydration) or meets other soulless bodies. In such cases the bodies merge and become shapeless masses of flesh and bone that call more soulless bodies to them and expand. While they can not use normal individuals as nourishment, they are extremely hostile and dangerous, though mindless and directionless. Should an Eschaton installation be destroyed while in operation, the feedback pulse will have severe negative effects on those it was feeding off. These effects range from complete destruction of the mind to the implantation of random phobias.

Eschaton is capable of performing other functions, such as temporarily disabling a jump point in the same star system or, given enough energy, burning all life from the planet it is on. New potential uses of Eschaton are being researched.

Primo Odium Now

When Primo Odium was shut down, investment was halted and the magical blockade preventing teleportation and interdimensional travel was lifted. The storm walls, both inner and outer, remained, though as time passed and the control systems aged, weather patterns periodically return to normal, allowing ships to pass through.

The site has since become a tool for social engineering, though ironically, by beings looking to do 'good'. Using the Analyzer's ability to find and teleport hateful individuals, they seek to remove corrupt and bigoted individuals from populations they seek to 'cleanse'. This has been done to Haziioth a number of times in the past, but as Haziioth developed an effective information network, it has become impossible to perform these abductions undetected, and the effort has been (temporarily) halted. The effect is considered to be positive, resulting in a significantly less violent and racist culture than on other worlds. In recent years this effort has expanded to include other worlds. Certain worlds, such as Corinth, are considered hopeless



Eschaton

and are not included in this effort.

With no guidance, several communities rose and went to war. Rather than a 'controlled' war, this was war protracted and resulted in a magical arms race, several armistices, and eventually an undead plague similar to what Eschaton causes. Now, new arrivals find themselves surrounded by undead and rarely survive more than a few months in the ruined villages and cities.

The Analyzer has not been maintained in centuries and the teleportation process is no longer accurate. Instead of teleporting individuals with pinpoint precision, the Analyzer now takes everything in a radius around individuals and deposits it in random locations on the islands. Precisely what individuals are targeted is also

less tightly controlled; if a sufficient concentration of hate is present, all individuals from that location will be taken, regardless of their personal disposition. It is considered an unfortunate but acceptable side-effect by the beings who reprogrammed the Analyzer. There are no cycles being maintained nor is any effort being made to prevent people from leaving the islands, though they still must contend with the storm wall.

The dangerous wildlife previously used to control the population and wipe the slate clean between cycles is no longer actively being controlled by the Analyzer, though this is in principle still possible. With no active management the wildlife population has dwindled to a lower density and is less of a threat than the undead.

A prototype Eschaton installation sits at the control

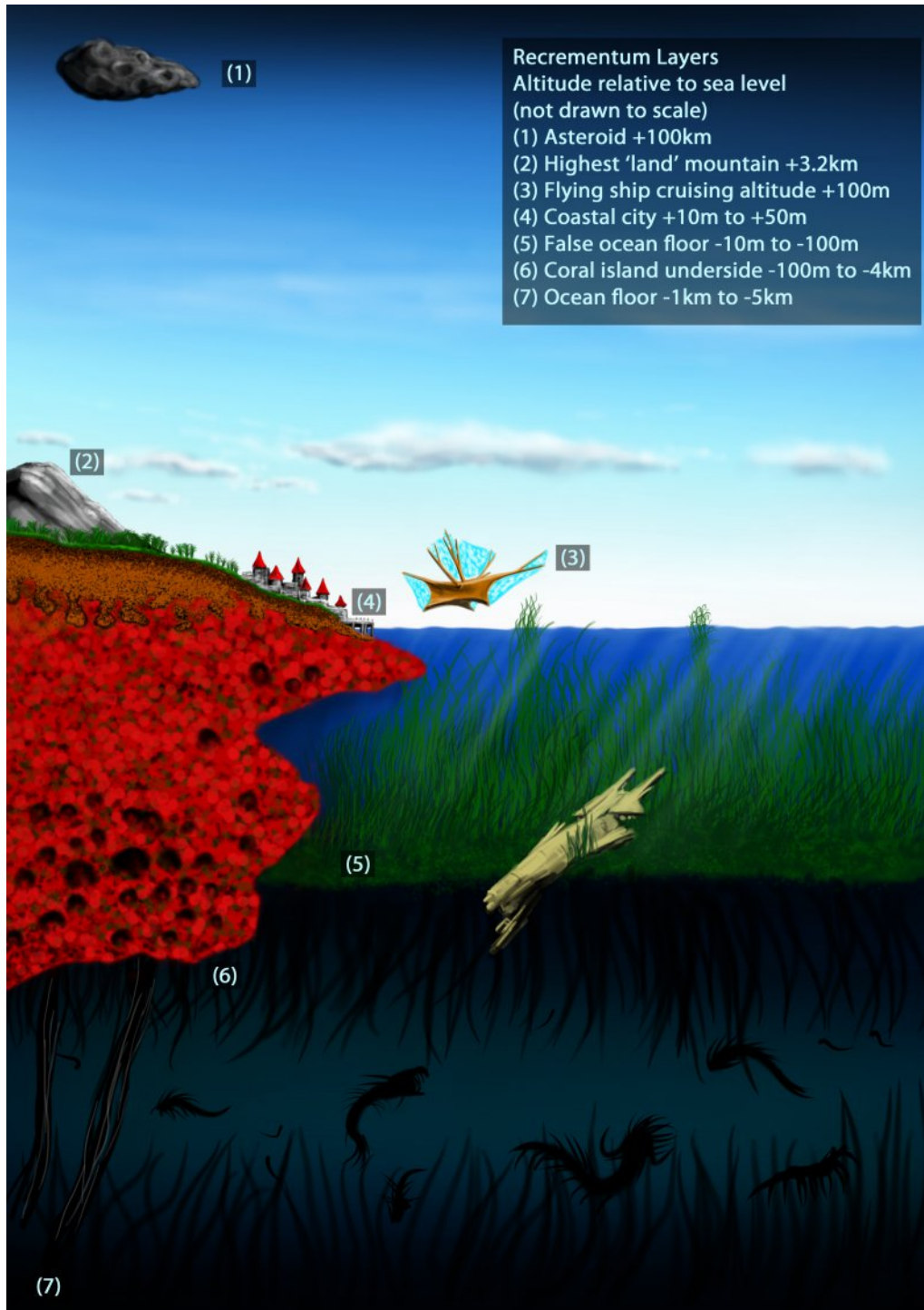
center. Its reach is limited to the Primo Odium area and its only effect is the rising of the dead every midnight (slain undead do not rise again).

Spillover

Over the centuries, after the experiment was officially over, groups have escaped the site and established settlements on nearby islands and continents. These groups never fully integrated with established cultures and remain on unfriendly terms. As their numbers increased from a small genepool, they became inbred and diseased, and reverted to a very primitive society though retaining some of their original cultural values. This is referred to as 'spillover' by the beings who reprogrammed the Analyzer and is something they intend to deal with 'in due time'. Because undead currently eliminate most new arrivals, the influx of 'immigrants' has stopped, but the existing populations of immigrants and their descendents number in the millions.

Altered Zones

There are several areas where local ecosystems function by alien rules that are not consistent between such areas. These altered areas are all located within dense jungles, though in most cases they do not contain jungle themselves anymore. The areas are the result of large-scale biological



experimentation of a magical nature, the purpose of which was to create a perfect agricultural system for a utopian society, on another world. The group responsible for the experiment has since left this world, leaving behind the remnants of their experiments: the altered zones.

Locals will warn visitors from entering the altered zones but do not know the mechanisms behind or reasons for their existence. Because the rules of biology are altered in dangerous ways, it is difficult and unhealthy to perform on-site studies. That, and the apparent lack of immediate benefit to such studies have resulted in no thorough analyses ever being performed on these areas.

- In zone one, the cellular energy metabolism of animals does not function normally. At the outer edges, a huge amount of energy is converted into heat rather than useful chemical processes. Any animal being that enters the boundary into this area will suffer from immediate exhaustion, their body temperature will start to rise and, unless they leave the area, they will inevitably die. Should one somehow survive this and go deeper into this area, they will find mitochondrial activity returns to normal as they approach the center. At the very center, mitochondrial activity again becomes unusual, in that it can produce nearly limitless energy out of nothing, with no extra waste heat generated. This central area is small and isolated however, and no animal life actually exists here. The entire area is devoid of animal life and plant life is very limited.
- In zone two, the life cycle of insects is accelerated to an extreme degree, allowing insect species to reach maturity as fast as they can consume resources to grow. This allows these species to multiply exponentially in a matter of hours. As a result, the area is almost entirely devoid of plant life, as everything has been eaten. Occasionally seeds land there and plants grow, but sooner or later an insect swarm will find it and devour it. Because the amount of vegetable biomatter is so small here, there is also very little insect life and the area has little effect on its surrounding areas. Visitors to the area may find that carrying food into the area is a bad idea.
- In zone three, plant life grows rampant regardless of soil nutrients or energy available. The entire area is covered in layer upon layer of plants of all sorts, intertwined and massive, rising hundreds of feet into the air, far above the canopy of the jungle elsewhere. The lower levels are compacted, as the sheer weight of the growing layers crush down on what lies below. Vegetative matter, in the form of broken branches, seeds, or falling trees, constantly spills out across the edges of this area, and into the ocean, creating a constant and extreme influx of nutrients in the water and giving rise to a permanent and toxic algal bloom that has made that part of the ocean uninhabitable to all other life.
- In zone four, all metabolisms for all higher organisms are one hundred percent efficient. No energy or matter is wasted. This means that ecological nutrient and

energy cycles are unable to function as all matter is 'trapped' inside organisms until they die. Since organisms also do not need to eat or drink in order to survive in this area, the net result is an ecosystem where active predation is the only way by which biomass is transferred. Currently the area is barren, as most motile life has migrated after devouring all non-motile life. Only migrating species pass through the area. Visitors find that this area is very convenient for them if they brought no rations.

- In zone five, arguably the least pleasant zone, organic waste products are created at varying rates, depending on location. At the center of the area, organisms do not produce any waste products at all - matter simply vanishes. At the outer edges of the area, waste products are produced at an alarming - often lethal - rate. Upon first entering this area, visitors will become sick as cellular waste products rapidly accumulate in the bloodstream. Excretion will begin to build up to painful levels and requires immediate relief. However, this relief is only temporary as the buildup will continue faster than the body's ability to expel it. Higher organisms will have to leave the area or die from internal ruptures. Even if they should not die, they will suffer from body-wide blood poisoning as waste products reach toxic levels. For higher organisms, staying in this zone longer than a day means certain death. Lower level organisms are able to survive, especially ones that thrive in a polluted environment. Fortunately for would-be visitors, accessing this zone is physically extremely difficult; from a distance it resembles not a jungle, but an immense dark brown and black mound, a literal mountain of waste products of countless microbial organisms that endlessly expands, sending constant avalanches of waste down the slopes when it gets too high. Needless to say, this zone and the areas around it are so polluted nothing but microbial life exists there. This pollution is gradually making its way across the continent, and has in a diluted form reached the planet's oceans through rivers.

Ligatio Sempiternus

A thousand years ago, an Altarian king, Ken Reese, of the kingdom Kuvania (which no longer exists) ordered the creation of a massive prison complex on this world. This complex was to house the worst criminals of his kingdom - his country's laws did not permit capitol punishment, and he did not want to permanently house criminals within his own borders. The prison complex on this world would allow for the permanent and safe storage of the most unwanted individuals. The location was ideal for mining too, allowing - in theory - the project to pay for itself.

Initially, the prison was a standard facility for the time, save for the portal periodically linking it to Altair. The project was kept a secret to the king's citizens, and after the king passed away, his successor found it a very convenient source of income and implemented tougher laws to send more 'criminals' to the facility to work in its mines, and started expanding the facility.

Needless to say, none ever returned. To prevent word from reaching the public, guards were gradually replaced with magical automatons. Eventually the prison itself would be run by a magical fascimile of intelligence (of questionable quality), which controlled the automatons, and later elementals. This control system was very efficient at mining and managing the facility cheaply, generating a significant net income for the king. However, its policies placed a heavy toll on the prisoners, requiring the king to send more and more replacements. The king offered to house criminals of other countries, for a small fee. While many must have suspected what was going on, none were too concerned with the fate of their convicted criminals. A hundred years after the project had started, the prison complex had become a fully automated industry. 'Criminals' were sent through the portal by the hundreds, up to several thousand per year, and vast quantities of valuable ores were sent back.

When a member of a paladin order was sent to the prison on trumped-up charges and later escaped, that order mobilized against the corrupt king. The government was overthrown, and the prison project was ordered to be shut down. The automated system of the prison however refused and simply shut the portal. With a major source of income lost, the kingdom eventually fell apart into warring regions, lost to all but the most thorough history books.

Now, the prison actively makes portals to nations to other worlds, offering to take in prisoners in exchange for valuable ores. It also occasionally trades for money and resources it can not mine. Deals are made by favored criminals, kept in check by magical control collars. Despite its ruthlessness, the prison does not accept new workers that have not been officially declared criminals by the official legal systems of the nations trading them. It uses the resources acquired to expand itself.

The prison's current population has reached ten thousand, of which an average of one-third must be replaced each year. Surrounding the prison complex is a small city of another twenty thousand, escapees and their descendents, who now trade with the prison, growing crops and producing equipment in return for coin and ores. This population has extreme criminal tendencies and frequently sends out pirate ships and raiding parties to pillage anyone foolish enough to settle nearby. The mines' deepest tunnels run through coral and might one day flood if they go too deep.

Green Solutions

This company was founded on Altair six years ago. It specialized in the disposal of nuclear waste and old nuclear (primarily fission) reactors and vehicles. The company promised to dispose of any hazardous materials safely, and it accomplished this, in a very cynical way. Rather than relying on any expertise or thought-out process, it simply transported all materials through a magic portal to this world, where the workforce 'disposed' of it. For this the company relied on a pair of permanent magic portals, each set in a stone ring

sixty feet across. One is located on Altair, and one on this world. The workforce consisted primarily of goblins and orcs - hence the name.

At first, materials were simply buried near the portal but eventually a transport system had to be set up to move new materials to their final resting place. Ancient dirty fission reactors were disassembled on the spot by unprotected workers and transported dozens of miles in random directions, where they were buried. Workers were never informed of the concept of radioactivity and never given protection or warning devices. With a policy of six-month contracts and payment at the end of this period, it has turned out to be an extremely cheap workforce.

Once authorities caught wind of the company's actions they threatened to impose fines if working conditions were not improved in a year's time. The company responded by continuing its operations unchanged for most of the year, then hiding both portals, stranding the workforce. The company's leadership then fled with all the company's financial assets, not seen again until they were found dead and chained to a small asteroid in Altair's orbit.

The Survivors

The entire area became highly irradiated and radioactive materials are now spreading with the ground water. The surviving orcs and goblins still remained unaware of the nature of radioactivity and were slowly succumbing to it. In desperation, they have contacted dark spirits and agreed to periodically serve them, in exchange for becoming intelligent undead. Not all have been turned yet, but the amount of radiation the former workers have been exposed to means anyone who does not choose to become undead within the next few years will almost certainly die.

They currently live in the village 'Disposio' (after Disposal Site 01), on the edge of the contaminated area where they trade what little they have, and can offer mercenary fighting units of hundreds of undead to the highest (or any) bidder, provided it does not interfere with the goals of the dark spirits.

Mistakenly believing that technology in general is responsible for their failing health, the citizens of Disposio have embarked on a technocidal rampage. To save unsuspecting victims from the dangers of technology, all technology must be destroyed. Exactly what constitutes technology and what doesn't is not quite clear, but anything complex, or even vaguely mechanical-looking is fair game.

Planet - Tajano

History

There are no records of precisely when humans arrived on the planet, or under what conditions, but analysis of skeletons in burial mounds suggest this happened approximately five hundred local years ago. The original settlers consisted of two distinct cultures, which retained their language and cultural identity since. These two cultures grew into the nations of Durano and Tianshui, both located on the small continent of Pa'vergtos on the southern hemisphere, and both reasonably well functioning democracies, albeit both with a degree of chauvinism and unhealthy economic competition. The nations were caught up in a space race when they became aware of the Kurion on Tenebre, one of the other planets in the star system, and rushed to build a defensive fleet, but were still defeated. The Kurion obliterated Durano and annexed the remains, forcing Tianshui into a very uneasy truce. Eventually, contact with other planets was made, and both Tianshui and the Kurion rapidly advanced technologically until war broke out again. The war destroyed the nation of Tianshui and rendered most of its territory uninhabitable.

Ecology

Most of the planet's landmasses are connected, creating a single large continent. Because this continent prevents the flow of water around the planet, coastal areas are subjected to very frequent hurricanes and monsoons. The planet also has a strong but unusual pattern of jet streams that are powerful enough to be a hazard to small ships. These jet streams are asymmetrical on the planet's north-south axis, shifted south. The central part of the main landmass is dominated by jungle and marshes, while the northern hemisphere is dominated by savannah, desert, and grassy plains.

Both poles are mountainous areas, with extremely high ridges: up to 18 kilometres at the highest. Both poles are permanently covered in ice. Most of this ice has been in place for millions of years and contains frozen organisms from previous eras. After the first Kurion invasion, all funding for scientific expeditions was cut and diverted to defense. The Kurion have not performed any research on the matter themselves and do not allow foreign expeditions, though there has been interest from the scientific community.

Jungles

The jungles of the main continent have multiple layers of vegetation. The basis of these layers is formed by large trees, whose branches grow into each other at various heights, forming a lattice that reinforces the whole and allows it to survive frequent storms. This interlinking is less pronounced in areas where storms are less severe. With an immense regenerative ability, and the ability to draw oxygen from water, the trees can survive underwater indefinitely. Because of this, the jungles extend underwater along the shores, until

the water gets too deep and not enough light reaches the canopy for photosynthesis. At the levels where the branches grow together, an entire new 'surface' forms, dirt accumulates, and smaller plants grow.

The jungles are dangerous, even to trained soldiers. Insect and reptile life dominates the jungle fauna, but a handful of mammal species survive, too. Several species of reptile, including constrictor snakes, have developed brains with similar complexity as advanced mammals, and some have an unusual metabolism. The Kurion have deployed a huge number of small automated sensors dozens of kilometres around their jungle mansions, allowing for the tracking of movements, and the organising of hunts. Automated gun emplacements were also deployed at numerous sites in the jungle, but the jungle has been taking its toll on them, rendering many inoperative. During the war, several ships carrying Living Machine nurseries crashed into the jungle under the northern jet stream. These areas are now infested by Living Machines; primarily smaller models as the largest ones would not be able to move in the dense jungle.

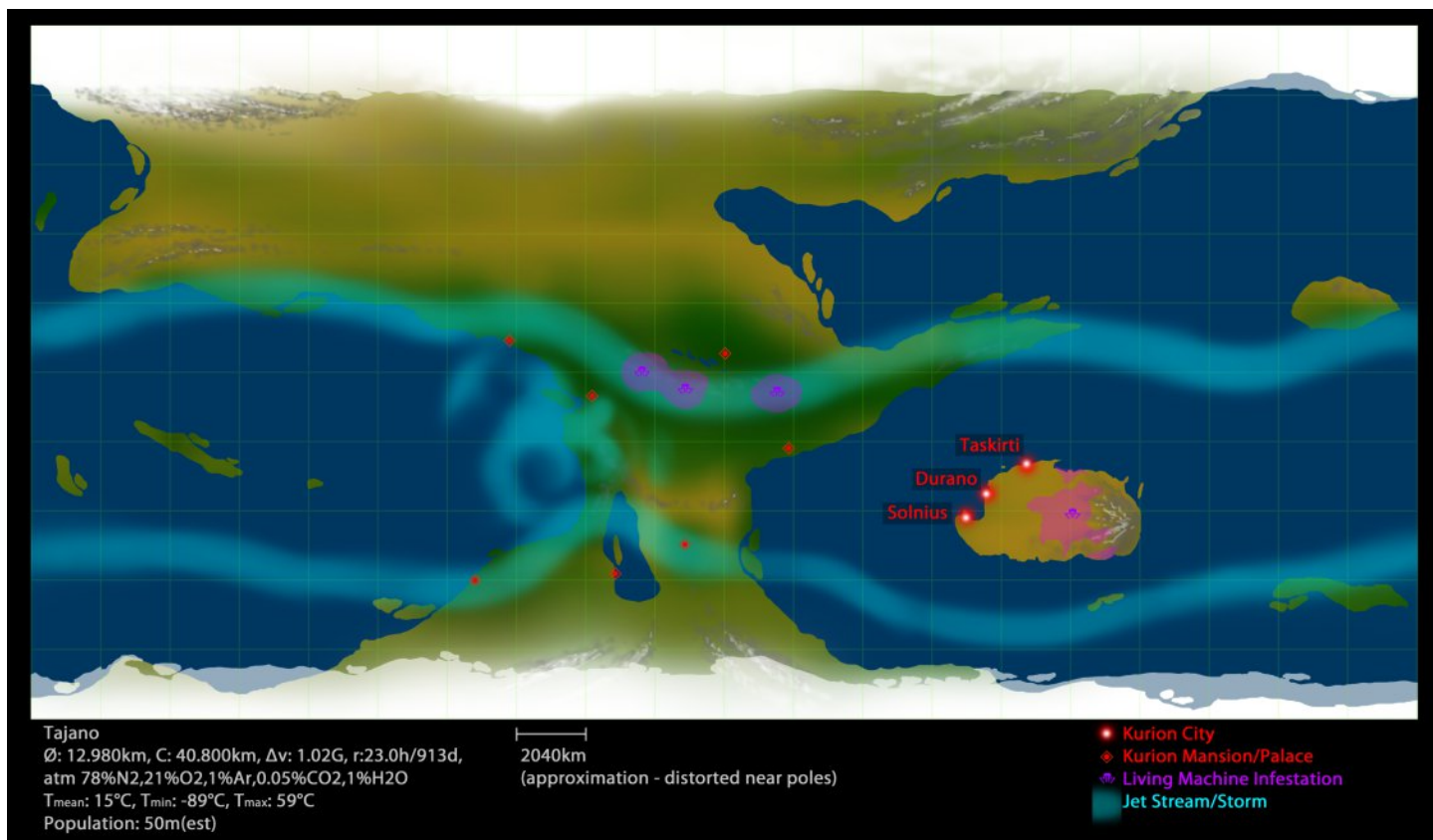
The Kurion

The Kurion nobles control the planet, but it has very little strategic or economic value to them. The families in charge of the planet view their position as an insult and humiliation compared to the territories other families possess. Still, it is territory the Kurion must defend against other factions, and the Kurion military has some forces stationed at the major cities. The Kurion maintain a number of mansions and palaces away from Pa'vergtos, but are often wary of using them, as the Kurion have many enemies, and it is difficult to defend numerous locations at once.

Kurion network shows on Tajano have less budget and end up having poorer production values than similar shows on other planets. The content of the shows tends to be the same, with nobles hunting commoners with groups of slave cyborgs. Sometimes Living Machines are included in the battles, creating three-way battles. Hunts and battles are also set up in the jungles elsewhere on the planet, and Kurion nobles sometimes even hunt dangerous wildlife or commoners in person, though such events are usually not filmed. It is common for low-ranking nobles to take hunting vacations to Tajano, almost always to the jungle mansions.

Pa'vergtos

During the war, weapons of mass destruction of various kinds were used, as well as Living Machines. Most of the continent is desert and dead rock now, covered in craters and ruins. The planet as a whole has a wide range of ecosystems and most of it remains undamaged; Across the sea are continents with far more lush environments, but the Kurion lack the resources or motivation to build more than a few palaces there. As a result, virtually all sentient activity on the planet takes place on the ravaged continent. Now, the



Kurion reign supreme. Their rule is a hollow one however; they annihilated the Tianshui infrastructure during the war. Living Machines, now freed from Kurion control, roam half the continent, making it impossible for the relatively weak Kurion conventional forces to enter any of the 'conquered' territories and salvage valuable objects. Several Living Machine Nurseries remain as well, in deep underground bunkers and hidden locations. Without new orders, they are in logistics mode - over time they replace any losses, maintaining the population.

The Cities

The Kurion maintain three large cities: Durano, Solnius, and Taskirti, with a combined population of approximately fifty million. Each city consist of a massive palace, surrounded by a no-man's land guarded by cyborgs and robots. Around that are the streets and buildings of the old city that existed before the Kurion invasion. There are some areas where wealthy visitors and businessmen from other planets reside as they do business with the Kurion: luxurious hotels, well-maintained gardens and immaculate shopping malls where the latest fashions and gadgets from all over known space are sold for twice their normal price. These areas are heavily policed and separated from the rest of the city. Beyond that are the slums, increasingly impoverished the further one travels from the center. Crime there is virtually all-encompassing, with street gangs battling each other on a daily basis. Kurion forces maintain strict control of the immediate areas surrounding key infrastructure, such as palaces, communication hubs, and factories, but most of the

city areas are barely policed. As long as gangs do not cause trouble to the nobility and keep the general public in check, they are allowed free reign.

Life in the cities is a constant struggle, more extreme by several orders of magnitude than what one might expect in a 'normal' slum. There is no arable land and virtually all food is vat grown. The economy as a whole is beyond wretched. The few citizens who have jobs work long hours in dangerous environments, earning very little. The only exports of note are raw minerals and recycled polymers and there are trade embargoes against the Kurion that make selling even these few products a hassle.

Disease

While disease has been rampant in the cities for years, recent months have seen the spread of a fatal disease to all areas of each city. The disease is spread via touch and based on nanotechnology - a clear sign it is an engineered weapon - and can be cured easily by anyone with access to medical equipment. Unfortunately for the commoners on the planet, most do not have access to medical help and thousands have died already, with projections pointing to millions of fatalities more before the disease has run its course. Some analysts suspect the disease is programmed to alter its parameters at that point and repeat the process, but without mounting an expedition to the planet, they can only speculate.

The Supernatural

Until the Kurion invasion, the supernatural was regarded as myth on Tajano. Since, the only real magic

known are the sacrifice-fueled powers of the Kurion, and most inhabitants are extremely suspicious of or even hateful towards magic users, as they have suffered immensely at the hands of the Kurion. Visitors to the planet are unlikely to encounter any magic items, magic users, information on magic, or supernatural beings.

Wastelands

Beyond the cities are wastelands where scavengers prowl, searching for scraps of technology to sell in the cities, and victims to rob. One may find small ghost towns in the middle of the desert from where gangs launch attacks against travellers. Kurion ships rarely patrol these areas as Living Machines are dangerous, ships are expensive, and the Kurion do not care enough about the gangs to justify risking ships. Instead one may find groups of expendable hovering cyborgs or robots patrolling the desert.

Ruins

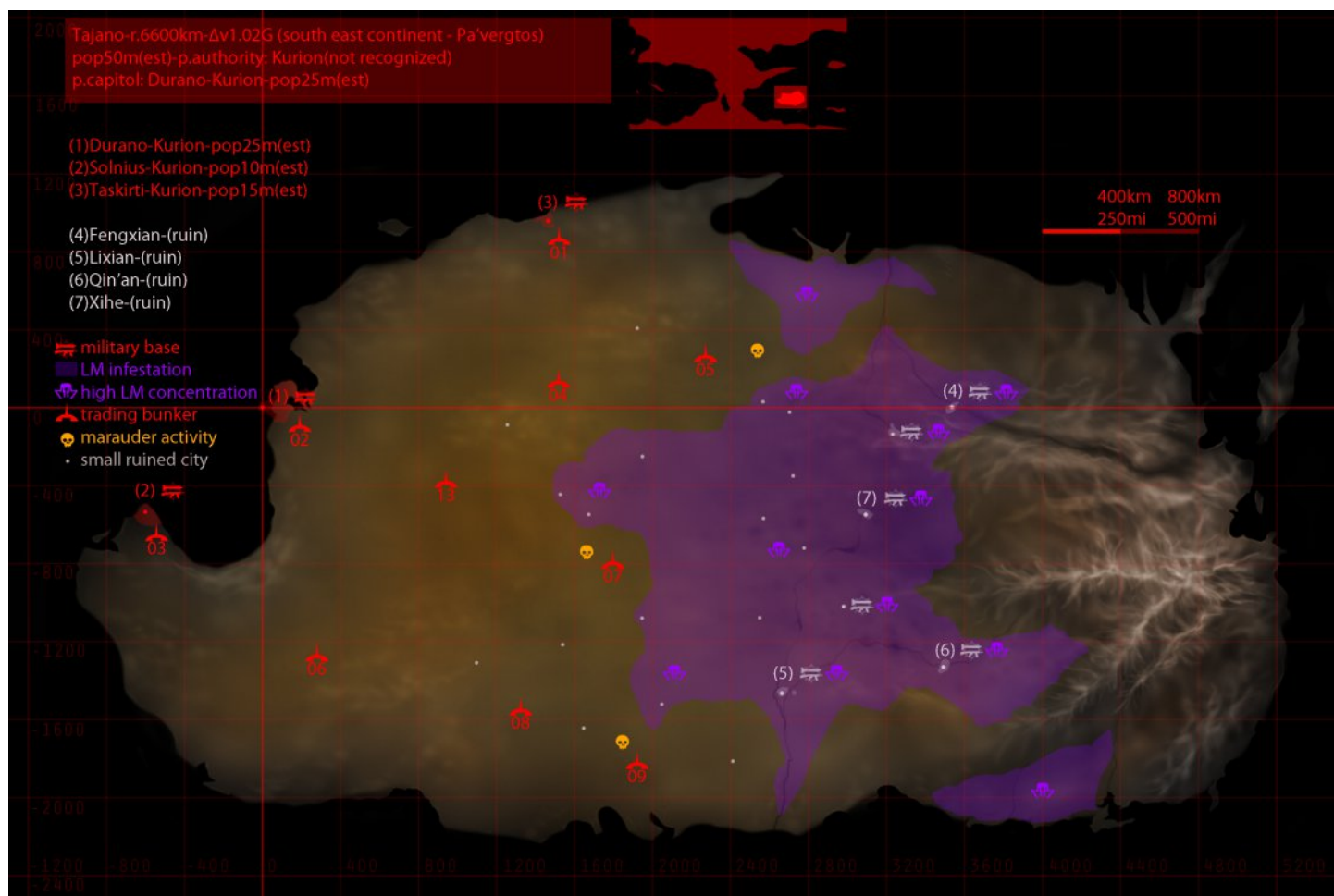
Further away are the 'conquered territories'. The cities that comprised Tianshui have been bombarded with artillery, orbital strikes and finally invaded and eradicated by armies of Living Machines. Now, all territories previously the domain of Tianshui are an infested no-man's land infested with larger concentrations in the city ruins and former military bases. There is practically no vegetation or arable land due to the Kurion's heavy use of chemical weapons during the

war. The accumulated cultural and media history of Tianshui remains in the ruins' libraries, and could be of value to foreign libraries and historical organisations. Durano's counterparts have been systematically destroyed by the Kurion, making them all the more valuable.

Marauders

A gang of marauders can be either antagonistic or beneficial. They would not think twice about killing people and taking their belongings but they survive by preying on mostly defenseless targets and are not interested in prey that fights back. If individuals or groups appear capable of defending themselves the marauders will not attack them unless they are given a reason to. As long as people contribute to a marauder camp by making repairs or bartering, they will be allowed to stay. Should the marauders attack it will not be at the time the decision is made. Instead they will spring the ambush at a later time, for instance when they return from an expedition. The marauders are ultimately deranged and psychotic and can not be counted upon as long-term allies; travelers would do well to leave them behind as soon as possible.

The marauders will trade items but only through barter as they have little use for credits. Items are 'sold' at normal price and 'bought' at half normal price. The marauders have no ships but will trade for ship systems, provided they can be used in land vehicles. Weapons are always in demand but traders must take care to



always keep the best weapons for themselves, lest the marauders become overconfident. There is also always a demand for skilled repairmen as the desert wasteland is not kind to machinery. This will earn a person up to 10 credits per point of damage repaired. The marauders may have a psionic reconstructor but will not trade it away.

They primarily use projectile weapons but are always eager to trade for energy weapons and missile launchers. Those who are so heavily augmented that they are essentially mecha with a human brain sometimes incorporate heavier weaponry. Ambushes often rely on fast vehicles, mostly wheeled ones and a few hovercraft. In order to stay hidden to Kurion sensors marauders never fly higher than a few feet off the ground.

The marauders make heavy use of cybernetics. This has less to do with improving performance than it does with staying alive. Technologies that regenerate tissues and lost limbs are not available to them so they resort to using whatever implants can be salvaged in order to stay alive and functional. Control implants are also used to keep slaves. These victims are treated so poorly that they rarely survive for more than a few weeks. The control implants are then recovered and used to enslave other victims.

For the most part marauder groups live in the ruins of old villages. Often there is nothing more remaining of the original infrastructure than bare walls and ceilings, but sometimes underground parking lots and larger buildings provide shelter from the elements and roving Living Machines. The Kurion tend to leave Marauders alone as they are frequent customers at trading bunkers and are in conflict with the rebels. The rebels intend to restore the democratic governments the Kurion overthrew and in the world they plan for there is no room for cutthroats like the marauders.

Rebels

There are four main groups of rebels, that each fight the Kurion for their own reasons. They often coordinate their efforts for practical reasons but do not necessarily see eye to eye on other things.

The most numerous are the Tianshui remnants; former citizens of Tianshui who survived the Kurion genocide. A small percentage of the population managed to escape on transports before the final defeat, and some of those have returned to the planet to avenge the destruction of their home. Others were inhabitants of small villages not important enough to be destroyed, or were simply not on the continent when fighting erupted. Many of the rebels are former military personnel, and the rebels have formed a command structure largely identical to that of the Tianshui military before its defeat. This group's primary focus is freeing cyborg slaves and making them join the rebellion. The commanders understand that they can not attack the Kurion directly yet, and must first grow their forces.

An older and less numerous rebellion carries the banner of Durano. The first victims of the Kurion invasion, Durano citizens felt betrayed after Tianshui signed a peace treaty with the Kurion. This rebellion

has struggled for decades, suffering countless casualties in the process, and has become cynical and ruthless. Its members have largely abandoned the democratic principles of their former state and embraced a totalitarian worldview where any and all means are justified to defeat the Kurion. Once the Kurion are defeated, on Tajano and everywhere else, then a return to democracy will be considered.

A small 'rebellion' is 'led' by an ousted Kurion noblewoman. After officially being stripped of all possessions and about to be demoted to the lowest possible rank, Sinéad Scolopendra of Kurion (Now merely Sinéad Scolopendra) chose to take what forces were under her direct control and fled the continent on a stealthed hovership. She has established a hidden base somewhere on the planet - presumably in the jungle - from where she coordinates attacks with the other rebel groups. Her primary focus is expanding her force of cyborg slaves, something that puts her fundamentally at odds with the other rebel factions. There is little love lost between them, and all sides acknowledge that there will be a reckoning one day. For the time however, the rebel groups need each other.

The smallest group, which is at its core little more than a handful of religious fanatics, is responsible more damage than any other rebel group. Calling themselves the 'Liberators', they are seven individuals whose vaguely-defined religion of mental transcendence has become their only window into the world. Fifteen local years ago, they were already quite religious, but when they experimented with Kurion implants in order to connect their minds, their sanity was lost. In a sense, their experiment succeeded, having created a single mind between seven bodies. But, this mind was dysfunctional, unable to see the world in any way other than through the lens of the religious views all individuals shared. Now, the Liberators forcibly recruit victims using Kurion slave implants and send these victims to perform suicide attacks against Kurion installations.

Scavengers

There are groups of scavengers roaming the wasteland and communities hiding in abandoned bunkers and ruined towns outside the Living Machine-infested areas. They live in constant fear from Kurion and Marauder attack and are supportive of the Tianshui remnant rebellion. If they have power generators they will be deep underground where their thermal signature won't reveal the community. Should travelers encounter a group of scavengers they will be willing to trade but they will not lead them to their base of operations unless they first proves they can be trusted, for example by eliminating a nearby marauder group. One can not be on good terms with both the marauders and the scavengers at the same time. If individuals trade with the scavengers they will have to barter. The scavengers offer more reasonable prices than the trading bunkers and might be willing to sell ship parts though they will keep parts such as life support and power generators for themselves. Scavengers are also the only faction

that may be willing to sell psionic reconstructors. Should a group of scavengers see an opportunity to leave the planet, they will gladly take it.

Trading Bunkers

A trading bunker is meant to be an entirely automated, low-upkeep remote trading post. It allows its owner to trade with the rabble of the wastelands and slums without risk. On the surface all that is visible is the entrance: a rectangular niche twenty feet wide and ten feet tall, with smoothed corners, in the side of a ribbed, black steel dome sixty feet wide and twenty feet tall. From the center of the dome a spire fifty feet tall rises, its base a mass of wires and connective ribs that smooth the transition between dome and spire. Several smaller spires surround the primary one. Together they form a communications array that connects to the bunker's owner. Several robots guard the perimeter, some patrolling, some dug into the ground like turrets. Such defensive robots and turrets are often hidden. A terminal extends from the dome, a foot to the right of the niche. A worn number above the terminal indicates what bunker this is.

Buying

At the terminal customers may interact with the bunker. Visitors can browse the bunker's wares, and choose to buy something. Money (both coins and bills) can be inserted into the slots under the terminal and when the bunker has scanned and verified the money, the purchase is delivered to the surface via an internal storage and recovery system. An opening in the back of the niche opens, and the purchase is placed on the ground in the niche. If the customer does not retrieve their purchase within half an hour, it is retrieved by the bunker's automated systems. The money is not refunded.

Selling

A customer can also sell to the bunker. They can select the sell option on the terminal and place an object upon the ground in the niche. A scanner consisting of various systems, including a human eye, will appear from the ceiling and scan the item. The terminal will then display what the bunker offers for the item. If the seller accepts, the bunker will make a tab for the seller and deposit the money to that tab, for future purchases. Tab information is shared between bunkers and accessed with a security code which is given out by the bunker when the tab is created. A black twenty-fingered hand-like manipulator will extend from the end of the niche and recover the item. All offers are final. If the customer does not accept the bid, but does not remove the item within half an hour, the bunker will take the item and make no deposit.

The bunker does not purchase or sell explosive ammunition nor does it offer services. Its wares are a collection of weapons, suits of armor, and equipment. It does not sell large ship systems, but does buy them, though it will offer only a fraction of their worth for

them (20%). What it sells, it sells at 110% of its actual worth. It also buys and sells wheeled civilian vehicles. It does not buy broken wares, nor does it repair items. All goods are bought as-is, which means the state they were in when they were first sold to the bunker.

The bunker will not accept items too large to fit into the niche. Attempts to damage the bunker or terminal, or to 'sell' the bunker explosives will result in a violent response. Attempting to hack the terminal is futile - there is an organic brain installed in the bunker, on an unconnected network, that has to approve all transactions. A frontal assault with powerful weapons will provoke an airborne response from the nearest city. If the bunker is breached, the tunnel connecting the underground depot to the surface entrance will be collapsed by detonation of charges built into the shaft.

Surviving

Virtually nothing edible grows in the wastelands and locals survive by eating vat-grown nutrient slurry. This slurry was originally developed for heavily augmented cyborgs who can no longer eat normal foods, but it has since become a staple food for the poor. This slurry can be bought at any city or village, one credit buys a person food for a day. In large cities the slurry is grown in large underground vats but travellers can buy a smaller vat and dispenser for 500 credits. This keeps up to ten people fed and doubles as a waste recycling unit. It is best not to think about it too much. The device requires energy; a few hours per day in a power socket is sufficient. 1.500 credit buys one a version that comes with a solar panel.

There are few open bodies of water in the wasteland, and what water there is is generally polluted. A purification device with storage tank costs 200 credits and supports up to ten people. This device also requires energy but can be slotted into a nutrient slurry dispenser if the latter has a solar power panel.

Operating equipment, especially a vehicle, requires energy. Before the war, the energy economy of Tajano revolved around fusion generators, solar panels, and storage devices like batteries and capacitors. If travelers want to cross the wasteland, they will need at the very least a good solar panel and battery; and bringing spares would be wise. (The power provided by a solar panel from a nutrient slurry dispenser is not enough for a vehicle.)

Not much wildlife remains in the Pa'vergtos wastelands; natural predators are not a concern. Diseases, especially Kurion bioweapons left over from the war, are still common however. Medical supplies are not a luxury.

Planet - Yumyrkos

History

The planet was colonized when humans arrived on the planet through unknown means approximately 1500 local years ago. There is no scientific evidence that humans evolved on the planet, and no indications that starships were involved.

The planet's early cultures experienced a period of relative peace until roughly 500 years ago. Since then, large-scale conflicts have become increasingly frequent and violent, and due to technological advancement, destructive. The first human was launched into space 100 years ago, and the first permanent space station 20 years after that. Another 20 years later, space elevators were constructed at several sites around the equator, allowing interplanetary ships to be efficiently constructed. Nuclear pulse driven ships explored the star system, and for a time there was peaceful exploration and international cooperation. Outposts were established on multiple celestial objects, but travel remained a process that took months, longer for cargo. Conflicts eventually broke out over the rights to various planets and moons, and a standoff developed.

40 years ago, ships came through one of the jump points of the system, and for a brief period, the nations of Yumyrkos were united against the potential invaders. Once peaceful contact with other planets was established, the governments became involved with interplanetary politics and conflicts. Those countries with access to technology from other planets underwent a rapid technological revolution while others faced economic collapse. In these turbulent times, three main factions rose to prominence.

When war broke out, fighting erupted simultaneously across the planet and in orbit. Conventional armies, Living Machines, and orbital bombardment reduced most of the planet's cities to rubble. Currently, a cold war standoff exists between the remaining factions.

Satellites

The planet has two small moons; both rocky and covered in ice. There are also two major installations in orbit: One is a massive defunct factory complex connected to the surface with a tether/elevator structure, the other is a trading station and economic hub with a large permanent and transient population in geostationary orbit. There are also numerous smaller artificial satellites in high orbits. Lower orbital regions are rife with debris from past conflicts. Salvaging operations frequent the lower orbits and gradually reduce the number of larger objects, especially derelict ships. Smaller debris remain a permanent danger to unarmored objects such as commercial satellites and none are deployed in those regions.

Ecology

Most of the planet's surface is covered in water, and its land masses are fragmented. Both polar regions are permanently covered in thick ice sheets. The planet is tectonically active, with most fault lines located in

the oceans. The planet has a rich and diverse ecosystem, with a significant proportion of its land surface area covered in dense jungle. Powerful winds form a jet stream across the planet's surface at high altitude, and early monsoons bring spores and insect eggs in addition to rain. This method of dispersal can lead to dangerous species spreading to developed areas and often require cleanup crews to deal with the 'infestation' before it spreads.

Flora

Plant life tends to grow significantly faster than on most planets, but due to the constant spreading of spores, large-scale agriculture is difficult and expensive.

Spores

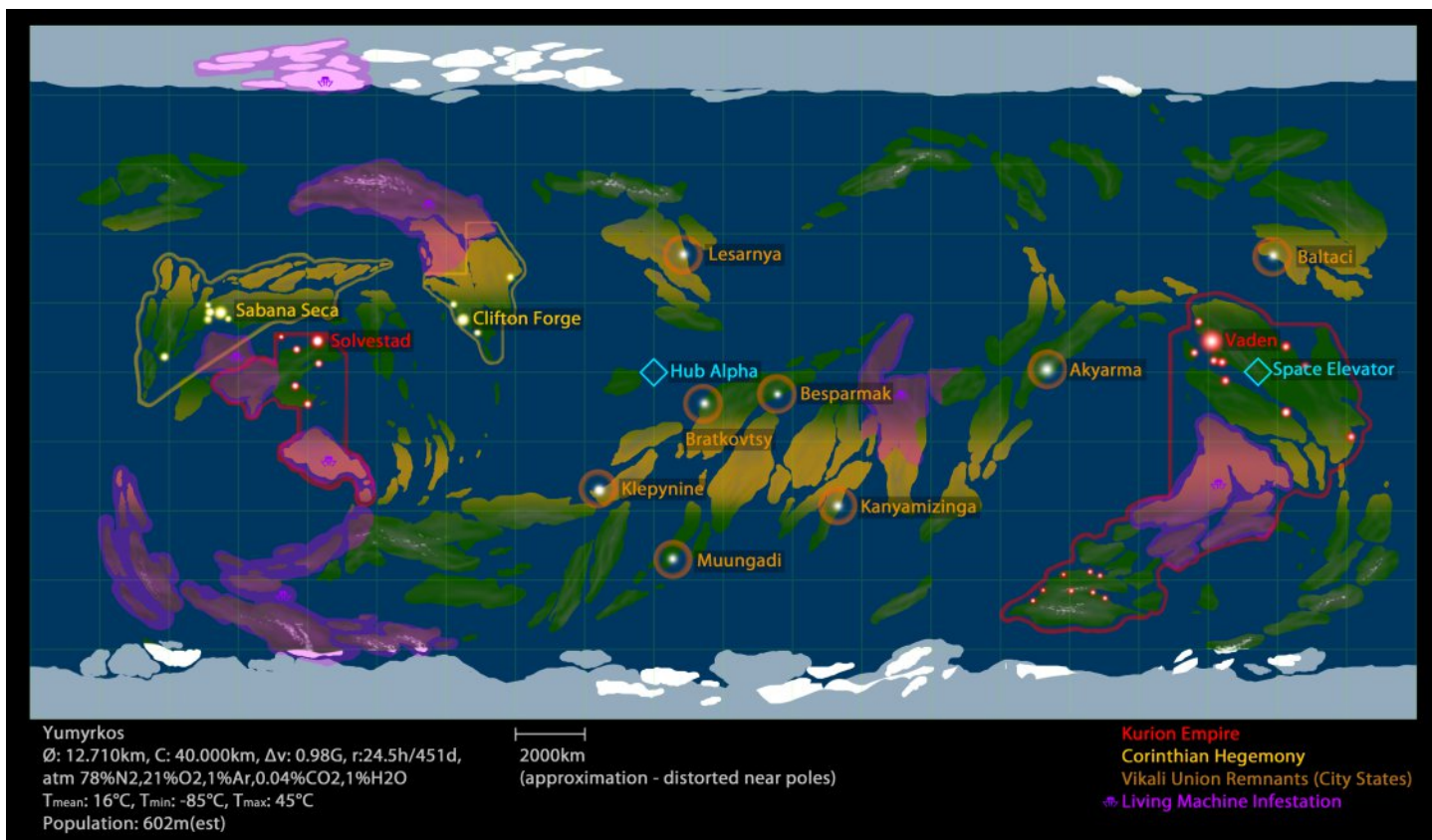
Because of the fragmented nature of its land masses, much of the plantlife has evolved to disperse spores high into the atmosphere, allowing them to spread to other islands. The spores are relatively large but light, with very large feathery plumes that are caught by strong periodic winds. The spores are fertilized in the air, and mature over the course of several days before landing elsewhere on the planet. Unfertilized spores of exotic species are valuable and some contain chemicals with medicinal properties. They are often in high demand with research institutes and agricultural companies.

Land Coral

One of the more dominant types of plantlife hardens into a coral-like structure after it dies. New generations of the organism grow over the old ones, resulting in a steadily growing mountain of vegetative matter. With time, such growths can become small mountain ranges in their own right, containing caverns and ecosystems of their own. The coral structure incorporates metals in intricate patterns; these patterns form a metamaterial that interferes with electromagnetic radiation. As a result, the interior of large coral structures can not be effectively scanned from the outside. Because of this, they are sometimes used as hiding places despite the dangerous wildlife. Land coral is rock-hard and is sometimes used as construction material. Organisms that feed on living coral are becoming more scarce, and very few remain currently that can digest the solidified material.

Carnivorous Motile Plants

A number of motile plant species exist on this planet, that feed on fauna. These plants can temporarily become sedentary, sending out roots and rapidly draining the local soil of a significant percentage of nutrients and pollutants such as heavy metals. On both tissue and cellular levels they exhibit both plant and animal traits, with absorbed metals accumulating in the organism's skeletal structure. Once the organism grows to a certain size it divides into two separate entities. Their heavy metallic skeletons allow them to walk across ocean floors, sometimes taking months to



reach new islands. Sometimes they cause mass panic as they appear on beaches in populated areas.

Fauna

Animal life is varied, but reptile and insect life is dominant on the surface. On most islands the larger one travels inland, the larger and more dangerous the fauna becomes. Many species of insects spread to other islands by attaching their eggs to the spores of plants, which are carried away by periodic strong winds. Most such insects are harmless or at worst merely a nuisance, while some can grow quite large and pose a danger to people, crops, and livestock.

Aquatic Life

By mass, most of the planet's ecosystem exists underwater. Large marine mammals and reptiles dominate the deeper regions of the oceans, while fast insectoid creatures make coastal regions unsafe. Some underwater plant species fire their spores into the air, allowing them to be spread by strong winds together with terrestrial plants. Over 30% of the benthic surface lies in shallow waters and is covered in coral, which is in turn home to primarily insect species. Several species of insects are amphibious, and can launch themselves out of the water and fly through the air, in order to attack the crews of ships, or hunt in coastal areas.

Vikali Union Remnants

Population: 30 million
 GDP: 600 billion credits

A collection of smaller nations that cooperated on matters of economy and defense. While the individual

nations had little love for one another, they were forced into their uneasy alliance as they faced an existential threat in the form of the Kurion Empire. The union unsuccessfully attempted to form alliances with factions on other worlds, and virtually all their technology was based on what was commercially available, legal or otherwise. As a result, their ships, vehicles, and weapons all conformed to industry standards, with no major performance advantages or disadvantages.

They were hit especially hard during the war. Their combined militaries initially held their ground against Kurion conventional forces but were eventually overwhelmed by Living Machine invasions and orbital kinetic bombardments. In the end, over 90% of the populace was exterminated. The few surviving cities are now effectively city-states. While technically independent, they are forced to pay a high yearly tribute to the Kurion Empire in the form of resources, credits, and slaves.

The yearly quota of slaves is usually met by shipping off able-bodied criminals. Usually those criminals with the most serious offenses are the first to be shipped off to Kurion territories, but if not enough of those are available, 'terrorists' are brought in on trumped-up charges. It is a public secret that not everyone who is shipped off is actually a criminal, but with the alternative being Kurion aggression, there is little opposition to the practice.

The various city states are allowed to maintain a small military for defense against bandits, and for general policing, but they have no real offensive capabilities. Therefore, they are the most likely to hire mercenaries for missions outside of their territories.

The city-states are the only nominally democratic



factions on the planet. While citizens understand that important decisions can not be made without approval from the Kurion, and money carries more weight than words, the democratic process provides society a means to blow off steam as citizens and politicians can blame each other for social problems rather than the Kurion, who politicians dare not criticize.

The Cities

Each city has a range of architecture, dating back to different periods in their history. The current economic centers are modern skyscrapers of cerametal and transparent polymeric, often surrounded by bombed-out ruins, which effectively have become slums. Police patrol with hovercraft, and are equipped with a range of effective nonlethal weapons. Because of the slave quota, career criminals fear capture more than death, and crime rates are very low. Because many of those arrested by the police are eventually turned over to the Kurion, law enforcement officers are often viewed as Kurion puppets.

Economy

The city states rely heavily on trade with each other and larger off-world factions to maintain their economic growth. A variety of products are exported, ranging from luxury vehicles to clothes to designer furniture,

but usually come in small quantities due to the small size of the manufacturing base. The high tribute paid to stave off Kurion invasion prevents true prosperity, but citizens for the most part manage to avoid poverty, though income inequality is huge. One source of income that has become more important in recent years is tourism. While the planet has its share of problems and is far from politically stable, an increasing number of tourists find the scenery and low prices irresistible. To encourage tourism, visitors are exempt from slave quota laws.

Particularly wealthy individuals are rarely deported to the Kurion; when they are, they are being eliminated by a rival. Leaving the city-states or even the planet is no guarantee someone will escape the gruesome prospect of spending the rest of one's life as a Kurion slave; corrupt officials have been known to send bounty hunters after people on trumped-up charges.

Biological Experiments

Before the war, biological experiments were performed on volunteers and unwilling subjects. The goal of these experiments was to cheaply enhance the abilities of frontline troops through genetic engineering. As fully-grown organisms can not be conveniently altered, the practice involved nanites, manufactured

retroviruses, and the growing of complete organs, limbs, or even entire bodies. The exact amount of modification varies, with no two being identical, but usually exhibiting animalistic features. In the end, approximately two hundred were created, half of them surviving today.

The program proved far too expensive to be practical and was shut down. The test subjects became outlaws, with false reports claiming the experiments had permanently damaged their brains, turning them savage and dangerous, or even psychopathic and cunning. For a brief period, they were given amnesty during the war, in exchange for military service. That amnesty was never officially reversed, and legally, the experiments share the rights of unaltered humans. Anti-discrimination laws are strict and include 'modified humans'. The Kurion are very eager to obtain them as slaves however, and consider each worth a hundred normal slaves. This causes considerable friction in the various cities, as by not turning themselves in, each 'experiment' causes a hundred normal citizens to be shipped off.

Kurion Empire

Population (local): 320 million (estimate)

GDP (local): 900 billion credits (estimate, no official figures released)

An interstellar hierarchy of noblemen, who cybernetically enhance themselves to gain superhuman strength and durability, and enslave entire nations through cybernetically controlled slave armies. Their rule is absolute, made possible through the ruthless use of technology. Within controlled areas, peace is maintained through a combination of propaganda, brutality, and intimidation, the exact proportion of each depending on the degree to which the populace is willing to cooperate. The Empire gained a foothold when several extremely wealthy families effectively bought their way into the Kurion hierarchy. They were issued noble titles, cybernetic bodies for those who wished them, vehicles, ships, and weapons that were advanced for their time, and the technology to enslave millions. The families initially were not affiliated with any nations, but after a series of short and brutal wars established themselves as the rulers of several large regions. By that time, the other nations and factions on the planet had prepared defenses, and the Kurion empire ceased its expansion for the time being.

The nobles control a massive ground army, capable of fielding virtually limitless numbers of expendable shock troops. Vehicles and spaceships are in shorter supply. More critically, most ships are small, older combat craft with no transport capabilities, severely limiting the nobles' ability to transport troops to other islands. Because of this the Kurion military is separated into two tiers. The first is a small force equipped with transport craft and escorts, and can be deployed anywhere on the planet on short notice. The second comprises the bulk of the forces, and must rely on slow, vulnerable seagoing ships for long-range transport.

The Kurion nobles on the planet are currently most concerned with internal power struggles, maintaining a cohesive unified front against the

Corinthian Hegemony, and meeting the production quota set by the Kurion Empire. These are inherently conflicting goals and place considerable stress on the leaders of the noble families.

Only members of the Imperial bloodline are included in the unholy contract; only they gain supernatural abilities from human sacrifice. Members of this bloodline, the original Kurion, can not genetically modify themselves; attempts to do so have resulted in exclusion from the contract. Therefore, they rely on cybernetics to modify themselves. Because the nobles of Yumyrkos were not members of the Imperial bloodline, they were never included in the contract; they can and sometimes do undergo biological modification, though the procedures are experimental and not as advanced or reliable as those of other, more technologically advanced factions.

The Cities

Capitals:

- West Hemisphere: Solvestad
- East Hemisphere: Vaden (Faction Headquarters)

Kurion territories were also hit hard during the war and have seen no economic development since. Living conditions for the vast majority of the populace are dominated by extreme poverty and ecological devastation. Education and healthcare only exists to the extent that citizens create it for themselves. Law and order is rigidly maintained by the Kurion military, but only in more densely populated areas - outside the city centers, organised crime rules. Large areas remain infested with Living Machines, which the Kurion military is ill-equipped to handle.

The usual bloodsport and propaganda channels are broadcast on the planet, with the same broad themes, though with more focus on entertainment. An arena ship travels the planet, visiting Kurion and 'neutral' cities, allowing anyone to participate in gladiatorial combat tournaments. Combatants who perform well can earn a certain amount of fame, popularity, and wealth if they survive. Because the Kurion do not control the entire planet they can not place censorship satellites in orbit. Therefore, jamming towers are placed around every major city, preventing foreign information from reaching the public in densely populated areas.

Many Kurion nobles anonymously donate to interstellar fine art funds, which in turn goes to support thousands of otherwise starving artists on several worlds. It is a public secret that without billions in anonymous Kurion funding (which could easily be confirmed by anyone with access to the bank accounts), many artists would be unable to make a living off their art. The Kurion collect works of art in personal museums, especially sculptures, paintings, jewelry, and unique musical instruments.

Economy

Most citizens live in extreme poverty, supporting themselves and each other through a shadow economy that is largely left to its own devices by the nobles. Businesses can attempt to establish themselves, but

attempting to do so legally requires contacts within the nobility. The likely outcome of attempting to do so is forced implantation with torture chips, and annexation of the business by the nobles.

The rulers of the Kurion territories on Yumerkos live in opulence, in a white gleaming palace, under a holographic sky, inside a heavily armed and shielded mobile fortress. This fortress relies on repulsors but is not capable of sustained flight or space travel. Instead it can slowly relocate itself to another spot on the planet when needed. Lower ranking nobles maintain palaces at various locations on the planet, usually in tropical regions.

As a result of their totalitarian policies, the Kurion Empire is not an economic power on Yumyrkos, despite being a military one. Other factions maintain heavy trade embargoes against the Kurion, and virtually all trade is with other Kurion colonies, the main export article being raw materials.

One exception to the trade embargo is recycling - the other factions on Yumyrkos pay the Kurion to recycle large quantities of refuse into useable materials. This large-scale industry is a source of considerable

pollution and generates unrecyclable waste which piles up in ever increasing amount in Kurion territories. While the other factions could handle the recycling themselves in a cleaner fashion, the financial cost would be much higher.

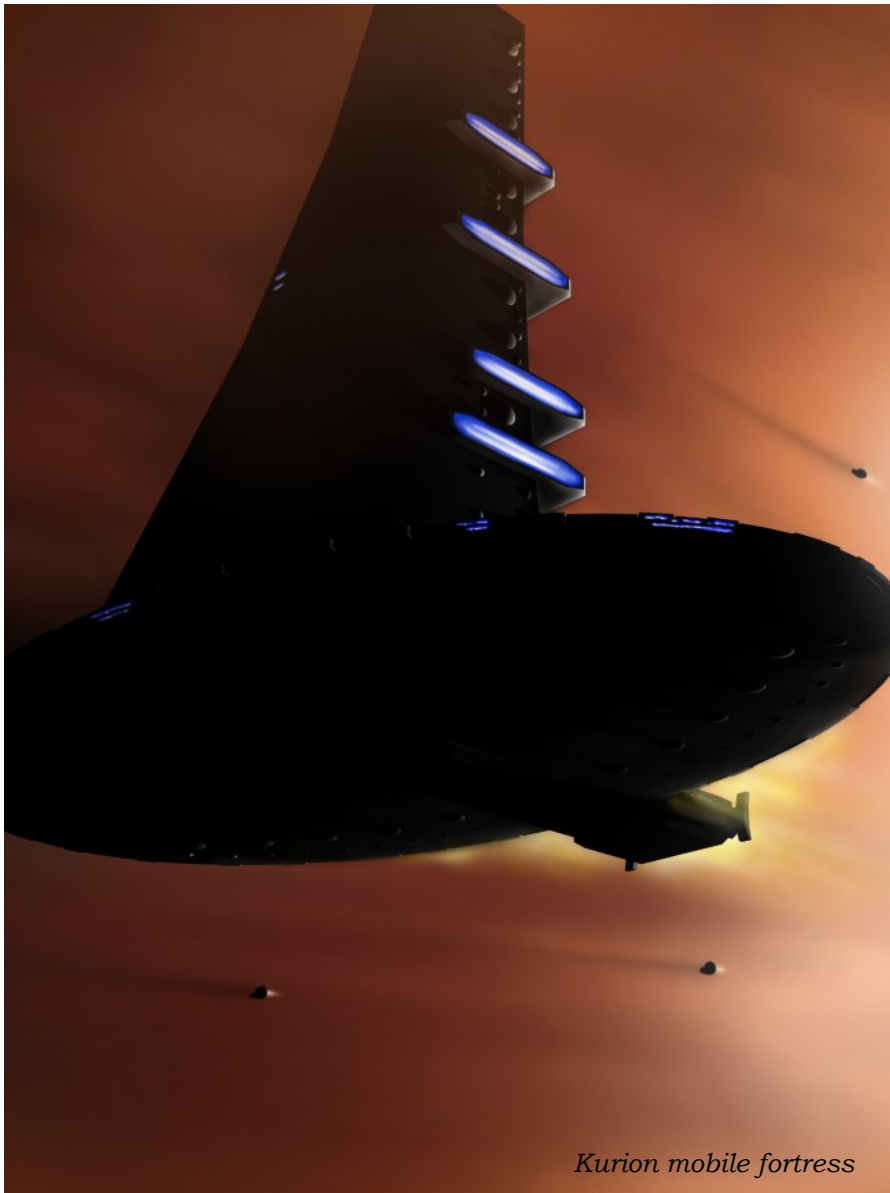
New technologies are never developed by the Kurion themselves, but rather bought or stolen from more functional economies. As a result, the Kurion are always at least one or more steps behind in technological capabilities.

A non-negligible part of the Kurion income is tribute paid by city-states. The city-states are also forced to send shipments of slaves each year; the Kurion imposed this not because they need the slaves per se - they can force any arbitrary number of victims of their own populace into slavery -, but rather as a bargaining chip and pressure tool to be used as a later stage. What the Kurion need more than anything is highly skilled slaves, and there are plans to alter the tribute agreement to allow for fewer, but more highly skilled slaves.

Rebellion

Rebels attempting to fight the Kurion nobles are practically a given in any Kurion territory. On Yumyrkos, many would-be rebels are more inclined to flee to other territories and live their lives in relative peace. Only those truly dedicated to overthrowing the Kurion take direct action, something that is not always effective and often suicidal. Instead, groups prefer to organise elsewhere, and strike at the Kurion outside of their territories, for example by attacking Kurion freighter convoys or hacking into off-world bank accounts held by Kurion nobles. So long as other factions are not made complicit by the rebels, they will not punish the rebellion. If for example, an attack was launched from within the territory of another faction, that faction will have no choice but to punish the rebels, or risk escalation of the conflict with the Kurion.

While they all seek the overthrowing of the Kurion in the long run, the rebels are not all united in their short-term goals. While most groups adhere to some rules of conduct, for example not drawing in other factions and minimizing civilian casualties, other groups deliberately try to steer towards a new war. They believe the current situation is needless appeasement of Kurion demands, and only postpones the inevitable clash. The longer the inevitable is postponed, the stronger the Kurion will be and the higher the death count. Therefore, any and all means are acceptable to trigger a new armed conflict, and the Kurion need to be attacked in any way that hurts their ability to wage war.



Kurion mobile fortress

Civilian casualties are acceptable; in the long run their numbers will pale to the casualties caused by war, and most would die as Kurion slaves anyway. These groups are in conflict with the other rebels, with media rarely reporting on either side fairly.

Yumyrkos Provinces of the Corinthian Hegemony

Population (local): 112 million

GDP (local): 2.2 trillion credits

Following the establishment of contact with other planets, many economically less competitive nations on the planet found their economic power crumbling. Increasing unemployment led to calls for trade barriers, only worsening the crisis in the long run. Soon, many countries faced economic collapse. Several of these desperate nations obtained advanced technology and economic stimulus packages from the Corinthian Hegemony, an interstellar oligarchy based on propaganda and corruption. While this allowed them to maintain their position relative to rival nations in the short run, it heavily indebted them, and this debt only increased with time. As the economy became more and more strangled by loan payments, Corinthian representatives entered the governments of the various nations - first as inspectors, to guide the economies and allow them to best reach their financial obligations, but eventually their influence became stronger, until eventually the nations were absorbed into the Hegemony as provinces with a limited degree of autonomy. While these nations lost their independence, they retained at least a portion of their standard of living, when many other nation collapsed entirely. Living conditions are relatively benign compared to other provinces of the Hegemony, and the constant threat of the Kurion Empire and Living Machines ensure overwhelming support for the military and government. Citizens typically refer to their nation simply as 'Yumyrkos', considering it the only true authority on the planet.

On this world, the Hegemony suffered the least direct damage during the war. Where the Hegemony's provinces on this planet were but a small power before the war, after the war their remaining territories and cities put them roughly on par with the Kurion, creating a cold war stalemate that has lasted since.

Since the war started, martial law was never lifted and military leaders are the official rulers, though they still answer to the Hegemony on Corinth. The Hegemony's overseers on the planet are primarily concerned with maintaining public order and military readiness levels. The populace has been militarized to an extreme degree, and anything short of fanatical devotion to the state is cause for suspicion.

The Cities

Capitols:

- West Province: Sabana Seca (Faction Headquarters)
- East Province: Clifton Forge

The main cities' centres are well-maintained and clean. Large imposing buildings with long uninterrupted

straight lines and smooth surfaces are built primarily from steel, glass, and concrete, and rarely painted in colors other than light grey or white. Order is maintained by regular police equipped with both lethal and nonlethal weapons, military police equipped with heavy weapons and small dropships is kept on standby at all times and can suppress riots or heavily armed criminals within minutes.

If one goes further away from the pristine city centers, the architecture becomes more varied, and less well-maintained. Most middle-class citizens live in large apartment buildings with a small percentage able to afford houses in the few suburban areas. Regular police units are stationed in these areas but not military police. Military police dropships can still be called in from the city centers, response times are usually roughly 20 to 30 minutes.

Further outwards still one finds large slums of dilapidated apartment units, where roughly half the populace lives. Either unemployed or earning an inadequate wage, these citizens must make do with unreliable electrical power, unhealthy tap water, high crime rates, and sometimes the planet's dangerous wildlife. Regular police, armed with older military-grade vehicles and weapons, patrol the streets but are unlikely to treat innocent citizens fairly - they are rarely directly called upon. These areas are a net drain on the economy, but are also a reliable source of recruits for the military.

Economy

Regardless of occupation, most citizens work long hours with very little in the way of benefits. Salaries vary wildly, and the wealth distribution among citizens is extremely uneven. Upwards mobility is nearly impossible, except through military service. Theoretically any enlisted person can advance up in rank; if they show enough promise, the Hegemony will fund their officer training. In practice, most of the higher echelons are young members of wealthy families. Military service confers respect, even for enlisted troops, and officers are paid handsomely. Mercenary work is considered less respectable, but mercenaries are on a personal level respected, provided they are good at their job. The Hegemony always has work for mercenaries, though it is often of a morally questionable nature.

The provinces on Yumyrko trade primarily with the other Hegemony planets and is its prime supplier of rare earth minerals and quality consumer electronics. Nonetheless, its products are inferior - primarily through poor durability - to those produced on several other planets, their saving grace being low cost. Many Hegemony colonies rely on vat-grown foods, making the Yumyrkos provinces relatively unique due to their ability to grow normal foods at low cost. Frozen and canned vegetables and meat are also export products, and the large lumbering freighters carrying them are sometimes the target of piracy.

Trade with other factions is very limited due to embargoes, tariffs, and export restrictions. Private entities can still trade mostly uninterrupted, and private ownership of virtually all weapons is legal, and even

encouraged. Ownership of combat vehicles and ships requires registration as a mercenary company and compliance with regulations and traffic control. Restrictions exist on the buying of large warships by private entities, but ownership itself is not outlawed outright.

Healthcare has been fully privatized and the degree of service citizens can afford varies wildly. The Hegemony performs little to no research in medical fields and biological engineering, but private clinics offer any treatment developed elsewhere, for those who can afford it. Military service guarantees good medical care at no cost, and citizens who become crippled can receive organ or limb replacement, either organic or cybernetic, in exchange for a number of years of military service, depending on the cost of the operation.

There are no social security benefits managed by the state; all pension plans are private affairs. Citizens who become too old to work must rely on family, friends, or their own finances to support themselves. If they can not do so, they can undergo voluntary euthanasia at any hospital. This is seen as an honorable death, a way to prevent oneself from becoming a burden to society.

Education

Education is state-regulated; there are no private schools. Students are first and foremost taught to be extremely patriotic and competitive. The notion that 'might makes right' forms the core of the Hegemony's mantra. There are programs in place to guide low-performing children into occupations where they may still benefit the Hegemony. Generations of pollution and poor living conditions in the slums are blamed for a significant decrease in average intelligence of students in those regions.

In the past, intellectuals have interfered with the strive for all-encompassing militarism and propaganda. Because of this, propaganda has consistently demonized any person deemed 'too smart for their own good', unless they were directly working for the military or military research. It is very common for intelligent individuals to behave less intelligently than they are capable of, in order to avoid social ostracization. Behind the scenes, the leadership is divided on the matter, with some concerned that suppressing creativity and intellectual pursuits will harm long-term economic and military potential, while others insist that the current situation requires an absolutely obedient society that functions as a well-oiled military machine, and contradictory or distracting voices must be suppressed.

Foreign Relations

Relations with other factions are dictated by the central government on Corinth. Citizens are generally mistrustful of foreigners, and will rarely tolerate those who openly support other factions. Racism and Xenophobia are common, but power and respect are more important on a personal level. If a foreigner is capable of fighting well, or has wealth, they will be respected or at least tolerated, regardless of what they look like. Citizens are often competitive and unfriendly

to a fault, and visitors frequently call the Hegemony's culture hopeless and dysfunctional; only the threat of foreign powers keep citizens united. Foreign media are banned, except for what the central government on Corinth approves. The local internet only receives updates from the Corinthian network and is not connected to any other sources of information. Independent groups sometimes manage to establish connections to other networks, but the equipment required to do so is expensive, the signals hard to mask, and the punishments severe.

There is currently a peace treaty with the Kurion Empire, and no overt hostility takes place. The city-states under Kurion control are a thorn in the Hegemony's side. The local government would prefer to absorb the city-states into the Hegemony's territory, but the central Corinthian government forbids any attempts to do so, lest the Kurion take offense, and the fragile peace be shattered on not just Yumyrko but other worlds as well. In addition, the Hegemony's wealthy elite has in the past made considerable investments in companies in the various city-states, and they do not wish to see the current profitable arrangement ended, even if the Kurion benefit from it too.

The Supernatural

The only known magic-users on the planet are high-ranking Kurion nobles. They accomplish this through pacts with demons that co-inhabit their cybernetic armored suits, and maintain the upkeep with human sacrifices. While it is not actually advertised, it has effectively become public knowledge and is how the majority of the planet's populace believes magic to operate in general. As such, magic is outlawed outside of Kurion areas, and anyone with supernatural abilities is considered a public enemy. The penalty is invariably death.

Within Kurion areas, magic users are 'harvested' wherever possible and made to serve the Kurion; those who can not be controlled will be sacrificed. There are no actual laws regarding magic within Kurion areas, though common people will be mistrustful or supportive of magic users, depending on their views of the nobility.

In Corinthian areas, magic is associated with the Kurion threat. Propaganda depicts magic users as being Kurion agents. Magic users and supernatural beings used as a convenient scapegoat for many problems in Corinthian society, even though very few actually live within its borders.

Living Machines

When the Living Machines broke free from Kurion control, the areas they occupied at that time became their permanent territory. This meant that not only divisions that were attacking, or occupying enemy cities became a permanent threat in those areas, but divisions that were tasked with defending Kurion territory instantly turned on their former masters, causing the instant destruction of many key Kurion facilities.

The Living Machines feed on organic matter by

hunting on local wildlife, upsetting the ecosystems they inhabit. Living Machine Nurseries continue to produce new units, but because the Nurseries themselves can not be replicated, the conversion of organic matter into new Living Machines is linear, rather than exponential. Nonetheless, some ecosystems are in danger of being stripped bare, certainly in the long term.

Cannibal Tribes

Population: 170 million (rough estimate)

Despite the technological advances made by many human nations on the planet, some regions remained underdeveloped, with local tribes never advancing past the hunter-gatherer stage. When the last war struck, these areas were spared the worst of the fighting, as they were not part of any faction, nor held any valuable resources. After the war, some of these tribes were pushed out of their habitat by the spreading Living Machines, bringing them into contact with what remains of the planet's civilizations.

They are not members of any faction, and are mostly left to their own devices. Low ranking Kurion sometimes hunt them with primitive weapons, but they are considered weak opponents, meaning nobles earn no respect among their peers for hunting them. Due to frequently being the victims of disease and malnourishment, they are rarely harvested as slaves by the Kurion.

Despite being separated by hundreds of kilometres, and possessing no communication methods, the tribes all share the same indecipherable language, culture, customs, and even songs.

Tribesmen and women undergo ritual scarring, starting with a simple mark on their abdomen after their first year in which they contribute to the tribe's wellbeing. Each year thereafter a mark is added. If a person did little to contribute to the tribe that year, the new mark will be small and simple, if they contributed much the mark will be large and elaborate. The markings on a person determine their social status in the tribe. It is common for the skins of prominent members of the tribe to be preserved after death. Individuals also gain small markings every time they devour the heart of an enemy.

Hunting parties use spear, bow and arrow, and traps to hunt their prey. Some tribes have been observed using firearms. The tribes are cannibalistic, but do not eat their own tribesmen. Instead, when tribes go to war - which happens rarely - the losing side is separated; the hearts of men and male children are ritually devoured, females are forcibly absorbed into the winning tribe. Each male can add one female to their harem, with dominant males having the first pick. If a female participated in the battle, she can choose a male from the conquered tribe. Captured individuals are given markings to indicate they are recent additions to the tribe. Once they have earned enough trust, the markings are altered to indicate they are now worthy members of the tribe, and all the markings they had accumulated prior to capture now count towards their social status.

Until a tribe's final defeat, their slain warriors'

skins will be returned to their tribe, as a token of respect. This gesture will not be made if members of the tribe have done things considered particularly dishonorable. When an enemy tribe has been destroyed, the skins of the slain are added to the victorious tribe's collection. The skin of a prominent member of an enemy tribe is a valuable trophy and adds to an individual's status.

Death by childbirth is common, and twins and triplets are the norm. Life expectancy is very low; virtually no tribesman ever dies of old age. Should an individual for whatever reason no longer be able to contribute to their tribe, they will leave and start attacking every creature they encounter. Each fight will be to the death, and this will continue until something or someone kills that individual.

No attempts at communication have ever succeeded, both due to the language barrier, but also an instantaneous psychotic reaction to outsiders' approaching. Historians have noted that the tribes' language changes rapidly, with no apparent rhyme or reason, but always remains identical for all tribes, regardless of distance. Ongoing research into captured tribesmen's brains have yielded no results thus far. Were it not for the dangers, more research would be done in the field.

Hub Alpha

Before the war, each faction had multiple stations in orbit. When it was over, only two major installations remained; an obsolete factory attached to a space elevator, and a large trading station operated by a multinational conglomerate. Because the station is technically neutral ground, and none of the factions want to make the massive investments needed to build their own trading stations, a significant part of each faction's off-world trade goes through Hub Alpha.

High-level negotiations are also held here; negotiators sent to the station are always representatives in direct contact with their high-ranking superiors, VIPs rarely visit the station for fear of sabotage or attack. Each faction keeps a small number of warships docked at the station, but this is a token force, not large enough to capture or destroy the well-defended station. Overt hostility is not tolerated and can result in suspension of docking permission for a period of time, depending on the severity of the transgression.

Part of the reason the station continues to be profitable is the use of old or cheap freighters that can not land on a planet. Smaller, newer, or more expensive ships have enough repulsor power to land on the planet's surface, and can bypass the station entirely. As companies invest in newer transports, trade on the station gradually dwindles, forcing the station's owners to constantly and aggressively try to establish new trade routes, even if those trade routes are not profitable to the traders themselves.

FROM HERE ON, GM EYES ONLY:

Eebereela Flah-eshkotep

Humans were originally transported to this world 1500 years ago by a psionic entity. The purpose of this colonization was to preserve what the entity considers the purity of the human species by allowing it to thrive on an uninhabited planet.

The entity, Eebereela, has an overwhelming love for humanity, in what it considers its purest form: without buildings, machines, nations, or hubris. It wishes to preserve humanity in its primitive hunter-gatherer form indefinitely and opposes the development of any form of culture or tool it considers impure. Eebereela understands that humans are capable of independent thought, and may not agree with its goals, but it has no more respect or care for individual humans than a human does for the individual cells of a cherished pet. It saw the development of culture and technology on other worlds and chose to act before all of humanity would become 'corrupted'.

Eebereela has the ability to influence the minds of humans, and see through their eyes, provided they possess certain unusual neurotransmitters. These are present in small quantities in individuals who have the genetic basis for them, and the neurotransmitters or the gene sequences that code for them have not yet been detected by the scientific community. Eebereela's abilities allow it to see what each individual sees, and implant suggestions into the minds of each tribe's chief, guiding them into specific directions and behaviors. It alters the tribes' language frequently so they can not communicate with other humans, and instills a subconscious and overwhelming fear and anger for 'outsiders' in each tribesman, to further ensure cultural isolation.

The humans that were chosen for colonization were those most susceptible to manipulation, or 'guidance'. For the first thousand years, Eebereela directed its tribes of humans around the planet, always ensuring that tribes would not encounter one another lest they end up killing each other and thereby diminishing their growth rate. Once humans had spread to most parts of the world, Eebereela allowed them to encounter one another, and reach stable population levels by periodic culling when local populations grow too large.

Eebereela made a massive miscalculation, however. Due to naturally occurring random mutations, a

percentage of the populace was no longer under the entity's control. No longer held back, they were able to develop better tools and culture. The entity attempted to direct its tribes against the rebel humans in what quickly became a neverending conflict that forced the rest of the humans on the planet to adapt or perish. Conflict became the norm, and soon the cannibal tribes of Eebereela were rendered irrelevant.

Since then, the entity has done its best to protect its tribes, herding them away from populated or otherwise dangerous areas. It bears no grudge against the rest of humanity, it understands that this is a pattern of development that humans are prone to. Despite the lack of hate, it still plots to destroy all civilization on Yumyrkos and return humanity to a primitive state.



Eebereela manipulating a pair of tribesmen

Slave Breeders

Because the Kurion have taken interest in the biological experiments and are willing to accept one instead of a hundred normal slaves, a group of vigilantes from Akyarma are attempting to abduct the surviving ones and breed them (creating new ones would be too expensive, and the project has long been disbanded anyway). Each one successful offspring sent to the Kurion saves the lives of one hundred humans, a trade the group considers more than worth it. The group operates in secret and has thus far not been successful - several abduction attempts have resulted in the death of the capture team, one has resulted in the death of the target. The group are not all fanatics. Some members consider the experiments worth less than humans; in their eyes, they willingly 'gave up their humanity'. Others think nothing of the sort, but see the forced breeding plan a necessary evil, that can save the lives

of hundreds.

The group has twenty members, mostly former soldiers, and has access to a small armed shuttle, armored vans, and military-grade firearms. The members fund operations personally, but if they can not, they will resort to cyber crime, hacking into bank accounts to steal credits. They are willing to kill bystanders, but only in small numbers, as their goal is to ultimately save lives.

The group has not revealed its presence yet to the Kurion; they fear the Kurion might attempt to interfere, and cause far more damage and casualties than could be justified. They intend to ship the offspring to the Kurion when they are still infants, and that not being socially acceptable, there are no plans to ever go public, and the group expects no public thanks or pardon.

Lost Researchers

By all official accounts, the scientists who worked on the biological experiments were killed when the research facilities were destroyed. However most believe that at least some of the scientists are still alive, and are perhaps still continuing their experiments. This research was extremely expensive when it was first performed and given the relative poverty of the Vikali Union Remnants it seems unlikely they would be funding it. Therefore, it is believed the Kurion are funding it; perhaps to improve themselves without the aid of cybernetics. (Even though no evidence of this exists.)

Some of this is true, but most is not. A handful of scientists survived; not enough to perform a major research project. They are not involved in any ongoing research, but are desperately trying to avoid drawing attention to themselves, all living with new identities. The Kurion are indeed after them, but rather than upgraded bodies for themselves they want improved slaves for a range of purposes. In addition, the Slave Breeders seek to kill any researchers they find, as more such research would render their arrangement with the Kurion pointless. Public opinion in the Vikali Union Remnants is firmly against the researchers, as an extension of the racism directed towards the biological experiments.

The surviving 'experiments' themselves sometimes will help researchers if a situation presents itself; they will rarely face more abuse than if they don't, but doing so risks exposing the researchers. Anyone who receives help from an 'experiment' can be fairly or unfairly labeled as an 'immoral researcher', with due consequences. It is not unusual for citizens to level accusations first, so they themselves are not accused.

Trouble Brewing Under the Surface

At first glance, the economic and political situation on Yumyrkos may seem calm, at least for the moment. However, behind the scenes governments are preparing for social upheaval and war. The Hegemony's provinces on Yumyrkos are facing economic stagnation; their economy is not developing meaningful quantities of

new products or technologies - aside from military technology -, their military budget is an unsustainable drain on the economy, and a significant -and growing - percentage of the populace does not contribute to GDP. High government deficits, trade deficits, and little to no economic growth may in the long run lead to the Hegemony being overtaken economically - and eventually militarily - by other factions. The central government on Corinth is planning to absorb smaller factions, expand territories, and seize resources, in order to expand GDP in the short run.

The Kurion nobles on Yumyrkos are not facing economic collapse - their economy is entirely under the nobles' control, and while it is not nearly as efficient or creative as those of their enemies, it does precisely what the Kurion leaders say, and is almost entirely separated from foreign influences. The main threat to any Kurion nobleman is other Kurion noblemen. Competition can be fierce; while the Empire maintains a single front against the other factions, there are internal struggles for power that can turn deadly if one side shows weakness. The emperor officially does not allow imperial military units to be used in internal skirmishes, but mercenaries, assassins, and personal militia are still used to eliminate competitors. The practice is tolerated, so long as it does not result in a reduction of the Empire's warfighting capabilities. This does not mean the Empire's leadership is sensible - far from it; many will prefer to throw the Empire into war over losing their own position.

A percentage of the city-states' GDP is paid to the Kurion each year, and each city must meet its quota of slaves. This places their citizens, government, and economies under a great amount of stress. (The exact amounts of money paid, and number of slaves is left to GM discretion; the more money paid, the more each city's economy will suffer. The larger the number of slaves, the more oppressed citizens will feel, the more fearful they will be of their government, and the more highly-skilled citizens will flee the planet.) Regardless of the amount of stress and misery imposed upon their culture, open revolt is never an option, if only because the Kurion military can and will intervene. Behind the scenes, politicians and businesses alike are desperately trying to find a different faction to join. This must be done in absolute secret, in concert with the other city-states, and not all political parties want to see the status quo changed. Secrecy is maintained with extreme prejudice, and assassinations are considered an acceptable tool. Because crime syndicates suffer heavily under the slave quota they provide assistance in this program, both by performing assassinations and directing money flows without detection. There are some off-world factions that are willing to negotiate, but thus far none have agreed to deploy a significant part of their military to the planet to protect the city-states until they have rebuilt their militaries. There are plans to build a military off-world, but doing so in secret is monumentally difficult.

Star Systems

Following is a list of all known star systems with basic information on their planets, dominant factions, and hazards. It is generally assumed that the known star systems comprise only a tiny portion of the jump point network, with the vast majority of jump points waiting to be discovered. Planets that have a significant presence of one or more major factions, or are otherwise unusual, have their own entry. Stat blocks do not include distances, orbits, or travel times - those go beyond the scope of this game supplement and would require complex formulas and not be practical. A good rule of thumb is that it takes a standard week to cross a system. Travel time between planets is measured in

Athena

The Athena system was ruled by a dictator before the Kurion attacked; after the attack there was no government left to speak of. Its fifteen million survivors have since vowed never to be ruled again and have come to live in complete self-imposed isolation. Ironically, this has led to economic collapse and with it civil society. Now, anarchy reigns on the one inhabited planet, as warlords battle over the planet's ever-dwindling

Athena	type	Dominant faction	Particular hazards	surface temperature °C			surface gravity (G)	atmosphere	population	rotation (std. hours)	orbit (std. days)	satellites
star system			Living Machines	min.	mean	max.						
Kotahi	rocky	-	-	172	227	279	0,23	trace	-	84	164	-
Erua	rocky	-	-	116	156	209	1,53	unbreathable/ crushing pressure	-	56	245	1
Etoru	garden planet	-	Gangs/LMs/ Warlords	-59	23	86	0,94	breathable	15m	31	361	1
Ewha	rocky/ ice-covered	-	-	-124	-56	6	1,41	unbreathable	-	17	741	3
Erima	gas giant	-	-	varies with depth			1,37	unbreathable	-	31	1.381	5
Eono	gas giant	-	-	varies with depth			2,87	unbreathable	-	19	5.918	4
Ewhitu	gas giant	-	-	varies with depth			1,21	unbreathable	-	16	11.201	5
Ewaru	rocky/ ice-covered	-	-	-241	-186	-132	0,62	unbreathable	-	91	15.820	1

Draconis Vorex

The Draconis system is unofficially governed by the Altarian Admiralty, whose homeworld is Altair. Ocyllum and Dicylun, both desert worlds, have been colonized in the past decade by the nations that comprise the Admiralty. These colonies are a drain on resources but the hope is that minerals mined on the planets end up repaying the investment. The main reason these worlds were chosen is environmental - they are both desert planets practically devoid of life, and Altarian druids much prefer large-scale mining occurring there, rather than on Altair. Mining is also ongoing in the asteroid belts but the technical challenges limit the

Draconis Vorex	type	Dominant faction	Particular hazards	surface temperature °C			surface gravity (G)	atmosphere	population	rotation (std. hours)	orbit (std. days)	satellites
star system		Admiralty	-	min.	mean	max.						
Tirova	rocky/molten	-	-	300(est)	400(est)	800(est)	0,12	unbreathable/ toxic/caustic	-	4	68	-
Ocyllum	desert planet	Admiralty	-	-65	25	70	1,25	breathable	10k	28	171	1
Altair	garden planet	Admiralty	Various	-84	16	48	1,00	breathable	200m	24	402	1
Dicylun	desert planet	Admiralty	-	-90	11	45	0,96	breathable	10k	22	641	2
Draconis-A1	asteroid belt	-	-	-			-	none	-	-	2.108	-
Draconis-A2	asteroid belt	-	-	-			-	none	-	-	2.497	-
Veca	gas giant	-	-	varies with depth			2,21	unbreathable	-	17	8.611	8
Hladan	rocky/ ice-covered	-	-	-210	-180	-150	0,56	trace	-	89	13.611	-

hours, between inner planets, and days, for outer planets. If a threat is listed under the star system, it is present throughout, if it is listed in a location such as a planet or asteroid belt, they are a local threat.

These entries do not contain details of military presences, fleet sizes, compositions; those are left to GM discretion and should be tailored to the campaign. A system can be dominated by one faction, while a location in that system can be dominated by another faction. If a system has no dominant faction, space in that system is essentially lawless, in terms of immediate application of the law; crimes committed in space can still be punished later.

technological resources; they rarely venture beyond the planet's orbit. Because the planet has no strategic or economic value, it is left alone by outside forces. Living Machines continue to make travel through the system highly dangerous. Transports passing through the sector must be escorted or are guaranteed to come under attack. There are three known jump points; one to Matera, one to EG-13, and one to Thessalia. None of the jump points are guarded.

scale of these operations for the time being. There are two known jump points; one leading to EG-13b, and one leading to Olympus. Each jump point is guarded at all times by at least one Admiralty ship. Passing ships are always both scanned and inspected in person by a boarding crew. Altair doesn't have the technology yet to build ships that can harvest fusion fuel from gas giants and relies on Haziioth businesses for over half its fuel. These businesses operate a handful of harvesters and a refinery platform around Veca, and two tankers shuttling between the refinery and the Fortress station orbiting Altair.

EG-13

The EG-13 system is not officially charted by any other factions; no exploration ships are known to have ever returned from it. It is home to two warring factions, and a neutral faction of undead which trades with both sides. There are several large space stations consisting of asteroids and steel structures scattered throughout the system, operated by the two factions and used as platforms to launch attacks from. The stations are themselves heavily armed, and are capable of slowly repositioning; they sometimes deliberately come into range of each other and enter into deadly slugging matches while short-range demon and devil ships board the enemy's station.

Uzen Yadalt and Haine are lifeless rocks, with a breathable atmosphere that extends only a hundred feet above average ground level; large areas of each planet's surface lie above this level and thus have no atmosphere. The planets' gravity, at 1G, does not match their tiny size and mass. The population consists of demons, undead, and a small number of human slaves. Both planets are battlegrounds, fighting between small factions brutal and unending, though the largest cities are spared the worst of the fighting, and form the planetside basis of the demon faction's population in the system. The technology available ranges from primitive to advanced, but on average is severely dated compared to what is available on modern worlds. The demon faction's rulers trade with the upper echelon of the Kurion Empire from time to time, though demons are unreliable trading partners.

Han Thu and Atelut'yun belong to the faction of devils, and are more organised and peaceful, at least superficially so. Both worlds are covered in ice, and lack breathable atmospheres. The population lives in large colony domes multiple kilometres across. Each such dome maintains its own biosphere, and is protected from external damage by regenerating semi-organic membranes and underground shield generators. The population consists entirely of devils. These two planets contain the bulk of the devil faction's population, at least in this system. The devil faction trades with individuals within the Corinthian Hegemony periodically.

Carrack: A hate-fueled magical field (powered through an Eschaton system installed on the planet's

north pole) surrounds the planet and increases the intensity of sunlight during the day. Only undead and demons are not affected. Nothing alive remains on the planet's scorched surface, though several connected cavern systems still harbor pockets of precious life. Several such cavern networks exist on the planet separately. One such network is allowed to exist as a 'farm' from which the undead periodically harvest victims to bolster their numbers. The planet's surface is littered with the ruins of former civilizations, none of which reached an industrial stage, but did have access to magic. Carrack is ruled by a number of factions of undead, who are not allies per se, but present a unified front when trading with the demons and devils in the system. These undead also secretly trade with organizations outside the system in order to obtain advanced technology - the amount of technological items obtained thus far is small, the planet itself remains primitive.

The innermost asteroid belt is actively mined by old, decrepit ships crewed entirely by skeletal undead from Carrack. Approximately half of these undead are intelligent. Most of the harvested materials are traded with the demon factions in the sector; the undead remain neutral and trade with both sides. The demon faction is by far the more difficult trading partner here and frequently attempts to disrupt the mining being done for the devils. In the end, they have no choice but to withdraw, lest they find themselves without resources. The outermost asteroid belt could theoretically be mined but has little to offer in terms of resources.

There are two known jump points, one leading to the Athena system, one to Vesuvius-12. Each is guarded by a station and a fleet belonging to one of the factions. The one to Athena is guarded by demons, the one to Vesuvius-12 by devils. On the stations large psionic disruptor arrays prevent entering ships from jumping back, while the defense fleet destroys the interloper. The disruptor field also prevents ships equipped with psionic rift drives from jumping in, in a radius of eight AU, centered on the array. The Eschaton system on Carrack can be used to temporarily seal off one of the system's jump points should that be necessary.

EG-13 star system	type	Dominant faction	Particular hazards	surface temperature °C			surface gravity (G)	atmosphere	population	rotation (std. hours)	orbit (std. days)	satellites
				min.	mean	max.						
		Demons/Devils	Demons/Devils/ Undead									
Kasakrit	rocky/ volcanic	-	-	110	170	280	0,85	unbreathable/ toxic	-	17	210	-
Uzen Yadalt	rocky	Demons	Demons/Undead	-16	54	107	1,00	breathable	2m	29	286	1
Haine	rocky	Demons	Demons/Undead	-74	27	85	1,00	breathable	12m	31	364	1
Carrack	former garden planet	Undead	Undead	-85	34	158	1,00	breathable	100k	24	442	1
EG-13-A1	asteroid belt	Undead	Undead	-	-	-	-	-	10k(undead)	-	1.202	-
H'as	gas giant	-	-	varies with depth			1,70	unbreathable	-	16	1.752	6
Viha	gas giant	-	-	varies with depth			2,54	unbreathable	-	21	5.826	11
Nenávist	gas giant	-	-	varies with depth			2,11	unbreathable	-	25	16.092	7
EG-13-A2	asteroid belt	-	-	-	-	-	-	-	-	-	19.720	-
Han Thu	rocky/ ice-covered	Devils	Devils	-120	-65	-16	0,89	unbreathable	16m	71	23.810	2
Atelut'yun	rocky/ ice-covered	Devils	Devils	-215	-150	-123	0,47	unbreathable	11m	82	24.819	3

EG-13b

The EG-13b system has no habitable planets, but because it has no Living Machine infestation, is considered a potential site for economic development. A prospecting base on the outermost planet has suffered problems from the first day however, with crew suffering from more and more severe mental disorders the longer they stay on the planet, until they eventually must be replaced. Until the source of this phenomenon is located and neutralized, economic development of the planet is halted, and through bureaucratic mechanisms, this has blocked development of the entire system, which is in a practical sense controlled by Haziioth; media refer to it as 'Haziioth's back yard', and more recently, 'Altair's front yard'. Travel through the system is safe, and there is usually a Haziioth or Admiralty warship in the system - though a mere single ship guarding a sector means that they may not be able to reach a ship

EG-13b	type	Dominant faction	Particular hazards	surface temperature °C			surface gravity (G)	atmosphere	population	rotation (std. hours)	orbit (std. days)	satellites
star system				min.	mean	max.						
EG-13b-1	rocky	-	-	151	194	281	0,91	unbreathable	-	31	210	-
EG-13b-2	rocky	-	-	13	68	116	0,57	unbreathable	-	51	264	-
EG-13b-A1	asteroid belt	-	-	-	-	-	-	-	-	-	581	-
EG-13b-3	rocky	-	-	-74	-10	36	1,37	unbreathable	-	61	1.102	-
EG-13b-4	rocky/ ice-covered	-	-	-118	-85	-43	0,82	unbreathable	-	19	1.591	3
EG-13b-5	rocky/ ice-covered	-	-	-181	-151	-109	1,05	unbreathable	-	23	2.819	2
EG-13b-6	gas giant	-	-	varies with depth			2,45	unbreathable	-	24	5.912	7
EG-13b-7	rocky/ ice-covered	-	-	-225	-184	-138	0,42	unbreathable	-	22	8.510	2
EG-13b-8	rocky/ ice-covered	Hyerra University	Mental Disorders	-251	-230	-192	0,21	trace	10k	51	15.619	1

EG-14 (speculation)

The EG-14 system is not officially mapped, but it is widely speculated that both the Haziioth and Corinthian governments have somehow obtained scans of the system. Triangular ships have been observed exiting the jump point in Rovigo and attacking ships that stray too close to the jump point. It is not known how the attackers were aware of the approaching ships. Their capabilities are unknown; no detailed scans could be made at long range and the ships that were attacked were destroyed so thoroughly that no data could be salvaged from them. All that is known is that the observed ships mass 20.000 metric tonnes and use directed energy weapons. The presumed civilization that launched the ships from EG-14 is hostile, territorial,

and technologically advanced. There are usually multiple civilian ships passing through at any given time, so noncombat help is usually less than a standard day away - provided the other ship's captain does not believe the distress call is a pirate trap. A number of emergency resupply stations are scattered throughout the system, for merchants to use if they experience technical problems - this was funded by the Haziioth government to encourage trade with Altair, ships that make use of this service are expected to pay a reasonable compensation to the Haziioth Ministry of Space Travel afterwards. There are two jump points, one leading to the Saint Helen system, one leading to Draconis Vorex. The jump points are not officially guarded, but the Altarian Admiralty is known to have requested assistance from Haziioth in the form of stealth ships to guard jump points from smugglers.

and technologically advanced. There is an abundance of entertainment products like stories, games, and movies involving the system, many of them these stories revolve around the mysterious denizens of EG-14 abducting random citizens and performing experiments on them. There is one assumed jump point to the Kelaeno system, which is likely to be guarded. Occasionally brave or foolish captains try to explore the system on their own - none are known to have returned.

The information presented here represents guesswork and needs not be accurate. Analysis of the planets based on long-range sensor data is difficult, due to a faint spatial distortion around the system.

EG-14	type	Dominant faction	Particular hazards	surface temperature °C			surface gravity (G)	atmosphere	population	rotation (std. hours)	orbit (std. days)	satellites
star system		Unknown	Unknown	min.	mean	max.						
EG-14-1	rocky/ volcanic	-	-	150	200	250	1,00	unbreathable/ toxic	-	20	150	1
EG-14-2	rocky	-	-	100	150	200	0,50	unbreathable	-	20	200	1
EG-14-3	garden planet	Unknown	Wildlife	-75	25	75	1,00	unbreathable	100m	20	300	1
EG-14-4	garden planet	Unknown	Wildlife	-100	5	50	0,50	unbreathable	100m	20	400	1
EG-14-A1	asteroid belt	-	-	-	-	-	-	-	-	-	1.000	-
EG-14-5	gas giant	-	-	varies with depth			1,00	unbreathable	-	20	1.500	1
EG-14-6	gas giant	-	-	varies with depth			1,00	unbreathable	-	20	3.000	5
EG-14-7	gas giant	-	-	varies with depth			2,00	unbreathable	-	20	6.000	5
EG-14-8	gas giant	-	-	varies with depth			1,50	unbreathable	-	20	10.000	5
EG-14-9	rocky/ ice-covered	-	-	-250	-200	-150	0,50	unbreathable	-	20	15.000	5
EG-14-A2	asteroid belt	-	-	-	-	-	-	-	-	-	20.000	-

Jovius (speculation)

No exploration ships have ever returned from Jovius, but wreckage of ships sent into the system has been found drifting by the jump point in the Rovigo system. No ships were detected depositing the debris. The wreckage shows sign of weapons fire, presumably of directed energy weapons. It is generally assumed that the exploration ships were attacked and destroyed,

their debris dropped at the jump point as a warning against further intrusions. Long-range scans suggest the sector has no planets at all - there is only a massive debris field circling the star like a series of rings normally found around a planet. It is assumed that the system has at least one jump point; to Rovigo, which is guarded by whatever attacked the exploration ships.

Jovius	type	Dominant faction	Particular hazards	surface temperature °C			surface gravity (G)	atmosphere	population	rotation (std. hours)	orbit (std. days)	satellites
star system		Unknown	Unknown	min.	mean	max.						
Jovius-A1	asteroid belt	Unknown	Unknown	-	-	-	-	-	-	-	-	-

Kelaeno

The Kelaeno system is Kurion territory though their presence here is light. The Kurion only established one colony - primarily a military installation - on a tiny frozen moon orbiting the outermost planet, and one mining installation on the second planet. Living Machines infest the asteroid belt and two of the gas giants. Because of the LM infestation, transports move through the system in escorted convoys. There is so little activity that such convoys pass very infrequently. There are three jump points; one leading to nessos-2, one to

Rovigo, and one to the EG-14 system. Debris litters the areas around each jump point, from a time where the Kurion attempted to maintain defensive positions there, but this has proven too expensive in recent years. Stealth ships sometimes guard jump points if the Kurion expect incursions but most of the time the jump points are simply not guarded. Instead a large force of ships is on stand-by at all times to intercept invaders. The plan is generally to keep an invading fleet busy in the unimportant Kelaeno system until reinforcements arrive.

Kelaeno	type	Dominant faction	Particular hazards	surface temperature °C			surface gravity (G)	atmosphere	population	rotation (std. hours)	orbit (std. days)	satellites
star system		Kurion	Living Machines	min.	mean	max.						
Cinis	rocky/molten	-	-	250(est)	350(est)	800(est)	1,07	unbreathable/toxic/ crushing pressure	-	13	171	-
Gaza	rocky	Kurion	-	130	180	240	0,87	unbreathable, toxic	5k	31	254	1
Vanitas	rocky	-	-	39	80	120	1,41	unbreathable/ crushing pressure	-	87	340	-
Kelaeno-4	rocky	-	-	-15	30	90	1,26	unbreathable/ crushing pressure	-	7	480	3
Kelaeno-A1	Asteroid belt	-	Living Machines	-	-	-	-	none	-	-	3.820	-
Kelaeno-5	gas giant	-	Living Machines	varies with depth			1,54	unbreathable	-	18	6.542	4
Kelaeno-6	gas giant	-	Living Machines	varies with depth			2,70	unbreathable	-	14	8.816	12
Kelaeno-7	gas giant	-	-	varies with depth			1,31	unbreathable	-	21	14.821	7
Kelaeno-8	rocky/ ice-covered	-	-	-100	-30	6	0,96	unbreathable	-	26	15.872	1
Kelaeno-9	rocky/ ice-covered	-	-	-260	-140	-41	0,41	trace	-	181	17.901	3
Kelaeno-9C	satellite/rocky ice-covered	Kurion	Unknown	-264	-150	-40	0,01	none	10m	-	18	-

Matera

The Matera system is peaceful but suffers from severe corruption, public lethargy, and apathy. As a result its economy is extremely underdeveloped though most inhabitants manage to at least get by. The system is effectively a backwater with little strategic value. The two inhabited planets both rely on imports for advanced technology, the only exports of note are rare food ingredients and common metals. Spaceborne lifeforms periodically come through the jump point to Okypete

and nest in the asteroid belt before returning with their offspring. These lifeforms are not cruise capable but will attack anything that enters tactical range. There are two known jump points in the system, one leading to Okypete, the other to Athena. Neither jump point is guarded, nor do the local authorities actively patrol the sector; traders will need to provide their own escorts. Piracy is not unknown but not common. Neither the local leadership nor citizens can not be bothered to take concerted action against it.

Matera	type	Dominant faction	Particular hazards	surface temperature °C			surface gravity (G)	atmosphere	population	rotation (std. hours)	orbit (std. days)	satellites
star system		-	Space Lifeforms	min.	mean	max.						
Nuda	rocky	-	-	210	270	371	-	trace	0,18	26	199	1
Pazba	rocky	-	-	71	91	168	-	trace	0,34	64	274	1
Kev'tsuag	garden planet	Kev'tsuag government	-	-86	11	64	25m	breathable	0,97	31	417	1
Spech	rocky	Spech government	-	-102	-19	42	5m	unbreathable	0,74	42	652	2
Matera-A1	Asteroid belt	-	Space Lifeforms	-	-	-	-	-	-	-	1.107	-
Stovreni	gas giant	-	-	varies with depth			-	unbreathable	2,53	25	6.289	5
Cisti	gas giant	-	-	varies with depth			-	unbreathable	0,85	17	12.071	4

Nessos-1/Vitafer

The Nessos-1/Vitafer system is the heart of the Kurion Empire and contains its homeworld, Tenebre. The Empire's seat of power is on a massive facility orbiting Tenebre, connected through a space elevator system to the one remaining city on the planet, which houses the entire population. Glory and Tenebre were the Empire's first conquests and have large populations but little economic importance. The system suffers from living Machine infestations in the asteroid belts, as well as on Tajano. Travel through the system is dangerous and Kurion transports are escorted at all times. The Kurion refer to the system as Nessos, most other factions refer to it as Vitafer, the name used by the now-gone nation of Tianshui on Tajano. Rebels operate a small number of stealth ships and force the Kurion into guarding every asset in the system with at least corvettes and fighters; the Kurion do not actively patrol the system, they simply lack the forces to both

guard key locations and patrol the space between them. (Kurion fighters lack cruise drives anyway.) One popular rebel tactic is to draw Living Machines towards a Kurion convoy, then perform a surprise attack against the Kurion transports while the combat craft are fighting the Living Machines. Because the Kurion rely on smugglers for some of their trading, ships without an active IFF transponder indicating they are allied to something the rebels won't attack are at risk of being attacked by said rebels. Families within the Kurion Empire use their own IFF, and skirmishes sometimes happen. In addition, an unstealthed ship visiting the system uninvited may find itself the short-lived star of an episode of 'Fox Hunt' where they are hunted down by an overwhelming force of Kurion ships, and nobles fighting each other to earn a scrap of glory for themselves in defeating the 'invader'. There are two known jump points; one leading to Nessos-2, and one to Thessalia. A fleet guards the jump point to Thessalia at all times.

Nessos-1/Vitafer	type	Dominant faction	Particular hazards	surface temperature °C			surface gravity (G)	atmosphere	population	rotation (std. hours)	orbit (std. days)	satellites
				min.	mean	max.						
star system		Kurion	Living Machines									
G1	rocky/molten	-	-	-4	255	900(est)	0,24	trace	-	761	171	-
Glory	desert planet	Kurion	Gangs/Wildlife	-30	65	89	0,81	breathable	200m	21	273	-
Tenebre	former garden planet	Kurion	Demons	-100	41	80	0,92	unbreathable/toxic/caustic	450m	28	611	2
Tajano	garden planet	Kurion	Living Machines	-89	15	59	1,02	breathable	50m	23	875	1
N1-A1	asteroid belt	-	Living Machines	-	-	-	-	none	-	-	1.963	-
N1-A2	asteroid belt	-	Living Machines	-	-	-	-	none	-	-	2.682	-
G5	gas giant	-	-	varies with depth			2,64	unbreathable	-	13	5.612	-
G6	gas giant	-	-	varies with depth			1,42	unbreathable	-	20	15.511	5
G7	rocky/ice-covered	Kurion	-	-180	-157	-80	0,32	trace	200k	-	12.461	-
G8	rocky/ice-covered	Kurion	-	-260	-234	-170	0,30	trace	100k	-	15.474	-

Nessos-2/Sotetseg

The Nessos-2 system was the first Kurion conquest outside of their home system. Aside from conquering Arnayek, the Kurion did little else in the system. No colonies or outposts have been established and the asteroid belt and gas giants are infested with Living Machines, rendering their economic development impossible for the time being. For unknown reasons the LMs do not often stray far from the areas they infest, making travel through this system relatively safe. Most traffic is cargo going from Arnayek to the Nessos-1 jump point. The remnants of a failed attempt by the Kurion Empire to build a 'model society' based

on high living standards and absolute loyalty through control implants lies scattered in a debris field by the Kelaeno jump point. When the servers controlling the workers' control implants were attacked by rebels, the workers went berserk and deliberately fired the superstation's maneuvering thrusters in a way that tore the rotating station to pieces. The station's remnants are now being reverse-mined and scavenged by small factions from Arnayek that seek to gain the Kurion Empire's favor by providing salvaged items and materials. There are two jump points; one leading to Nessos-1, and one to the Kelaeno system.

Nessos-2	type	Dominant faction	Particular hazards	surface temperature °C			surface gravity (G)	atmosphere	population	rotation (std. hours)	orbit (std. days)	satellites
				min.	mean	max.						
star system		Kurion	Living Machines									
Nessos-2-1	rocky/volcanic	-	-	150(est)	220	500(est)	0,48	unbreathable/toxic	-	107	197	-
Nessos-2-2	rocky/volcanic	-	-	150(est)	200	500(est)	0,75	unbreathable/toxic	-	371	285	-
Nessos-2-3	rocky	-	-	-4	45	120	0,21	trace	-	13	374	1
Arnayek	garden planet	Kurion	Gangs/LMs	-80	15	50	1,05	breathable	200m	24	456	2
Nessos-2-5	rocky	-	-	-64	1	41	0,75	unbreathable	-	26	619	1
Nessos-2-A1	asteroid belt	-	Living Machines	-	-	-	-	none	-	-	1.281	-
Nessos-2-6	gas giant	-	Living Machines	varies with depth			1,95	unbreathable	-	19	6.910	4
Nessos-2-7	gas giant	-	Living Machines	varies with depth			2,14	unbreathable	-	21	15.719	7
Nessos-2-8	rocky/ice-covered	-	-	-163	-96	-55	0,67	unbreathable	-	161	17.924	1
Nessos-2-9	rocky/ice-covered	-	-	-264	-221	-174	0,23	trace	-	871	19.693	2

Okypete

The Okypete system is not officially charted but has been colonized at some point in the past. Recrementum, an ocean planet dotted with large coral islands, has a sentient population of a variety of species. The outermost planet, a tiny rock covered in ice, has a cavern system on its north pole, crawling with (mostly) non-sentient undead. A handful of asteroids in the asteroid belt are hollow, with crude 'colonies' carved from their insides, populated with a few hundred undead each. These hollow asteroids have no life support, artificial gravity, or power generators, but do have hangars and a network of guarded corridors - they are small support bases for Star Wraiths, but are rarely used. Star Wraiths patrol the system, attacking any ship that enters. Large spaceborne lifeforms inhabit the system, primarily surrounding the gas giants, and will attack ships that come into range. These attacks are a result of territorial instincts and are intended to

Okypete	type	Dominant faction	Particular hazards	surface temperature °C			surface gravity (G)	atmosphere	population	rotation (std. hours)	orbit (std. days)	satellites
star system		Star Wraiths	Space Lifeforms	min.	mean	max.						
Okypete-1	rocky	-	-	98	195	273	0,32	unbreathable/toxic	-	16	160	-
Okypete-2	rocky	-	-	31	90	153	0,61	unbreathable	-	15	275	-
Recrementum	oceanic/garden planet	Scattered Kingdoms	Undead	-91	18	54	1,01	breathable	20m	25	439	2
Okypete-4	barren planet	-	Undead	-88	3	34	0,93	breathable	30m(undead)	28	691	1
Okypete-A1	asteroid belt	Star Wraiths	Undead	-	-	-	-	-	1k(undead)	-	1.283	-
Okypete-5	rocky	-	-	-120	-32	2	0,35	trace	-	74	4.715	1
Okypete-6	gas giant	-	-	varies with depth			2,12	unbreathable	-	29	8.610	5
Okypete-7	gas giant	-	-	varies with depth			1,13	unbreathable	-	18	13.821	8
Okypete-8	rocky/ice-covered	-	-	-250	-190	-140	0,51	unbreathable	-	15	17.391	2
Okypete-9	rocky/ice-covered	-	Undead	-264	-214	-175	0,25	trace	3m(undead)	816	21.824	-

Olympus

The Olympus system was only recently discovered by the Altarian Admiralty. A single planet in the system has a breathable atmosphere, and a desert ecosystem. Preliminary data suggests the planet once had a more varied biosphere but the exploration team has only a hundred members and will likely take years to perform a more thorough analysis. Thus far the team has discovered underground oil deposits that may be of value to the plastics and chemical industries, rocky formations rich with rare metals, and ancient stone ruins with nothing inside, not even markings.

Other factions and groups on Altair have expressed interest in mounting expeditions - neither the system nor the desert planet have been officially claimed by

Olympus	type	Dominant faction	Particular hazards	surface temperature °C			surface gravity (G)	atmosphere	population	rotation (std. hours)	orbit (std. days)	satellites
star system				min.	mean	max.						
Olympus-1	rocky	-	-	185	207	265	0,23	trace	-	16	133	0
Olympus-2	rocky/molten	-	-	300(est)	400(est)	900(est)	1,12	unbreathable/toxic/crushing pressure	-	-	151	0
Olympus-3	desert planet	-	-	-43	35	96	0,87	breathable	100	27	296	1
Olympus-4	rocky	-	-	-68	23	64	0,51	unbreathable	-	49	472	1
Olympus-A1	Asteroid belt	-	-	-	-	-	-	-	-	-	1.291	-
Olympus-5	gas giant	-	-	varies with depth			1,74	unbreathable	-	19	2.876	5
Olympus-6	gas giant	-	-	varies with depth			2,32	unbreathable	-	26	3.816	3
Olympus-7	gas giant	-	-	varies with depth			0,89	unbreathable	-	16	5.910	7
Olympus-8	rocky/ice-covered	-	-	-206	-170	-153	0,53	unbreathable	-	89	12.729	1

chase target ships away; unless they are accompanied by young, the creatures will not destroy disabled ships or ships that flee after taking damage. Because the creatures lack cruise drives they can not pursue ships across long distances. The creatures are not sentient and are not preyed upon by the Star Wraiths, but sometimes the Wraiths assist devils in capturing the creatures alive in exchange for 'exotic food'. The creatures can take over a standard year to cross the star system using their low-intensity gravitic fields, it is not known how they are able to pass through the jump point as they are not sentient.

There is one known jump point, leading to the Matera system. A group of Star Wraiths guards the jump point at all times. The Wraiths are aware of multiple other jump points. (The asking price for their location is half a million gold pieces per jump point.)

the Admiralty. All such entities have thus far been discouraged from actually sending an expedition. Some were bribed, some were threatened with economic sanctions, and less savory entities were kept away with thinly veiled threats.

Crew on the first dreadnought that visited the system reported having constant nightmares while inside the system, though the exploration ship's crew have not experienced this. Because of these nightmares, Altarian crews dread being deployed to the system, even though no other ships, installations, or even ruins have ever been detected. The system has one known (and unguarded) jump point, leading to the Draconis Vorex system.

Peloponnese

The Peloponnese system is the core of the Corinthian Hegemony and home to its homeworld, Corinth. The first colony was Arouraios, which has grown to a large size. Pontiki and Kryo both have large mining stations. The asteroid belt is poor in useful resources but still mined by low-cost automated systems. Travel through the system is safe, so long as one does not run afoul of the authorities, which is unnervingly

easy to do. Robotic ferries fly unescorted throughout the system non-stop, escorted convoys visit the system frequently. The Corinthian Hegemony maintains a large fleet presence, with groups of ships guarding the jump points and mining stations, and huge garrisons defending Corinth and Arouraios. There are three known jump points; one leading to Thessalia, one to Rovigo, and one to Vesuvius-12.

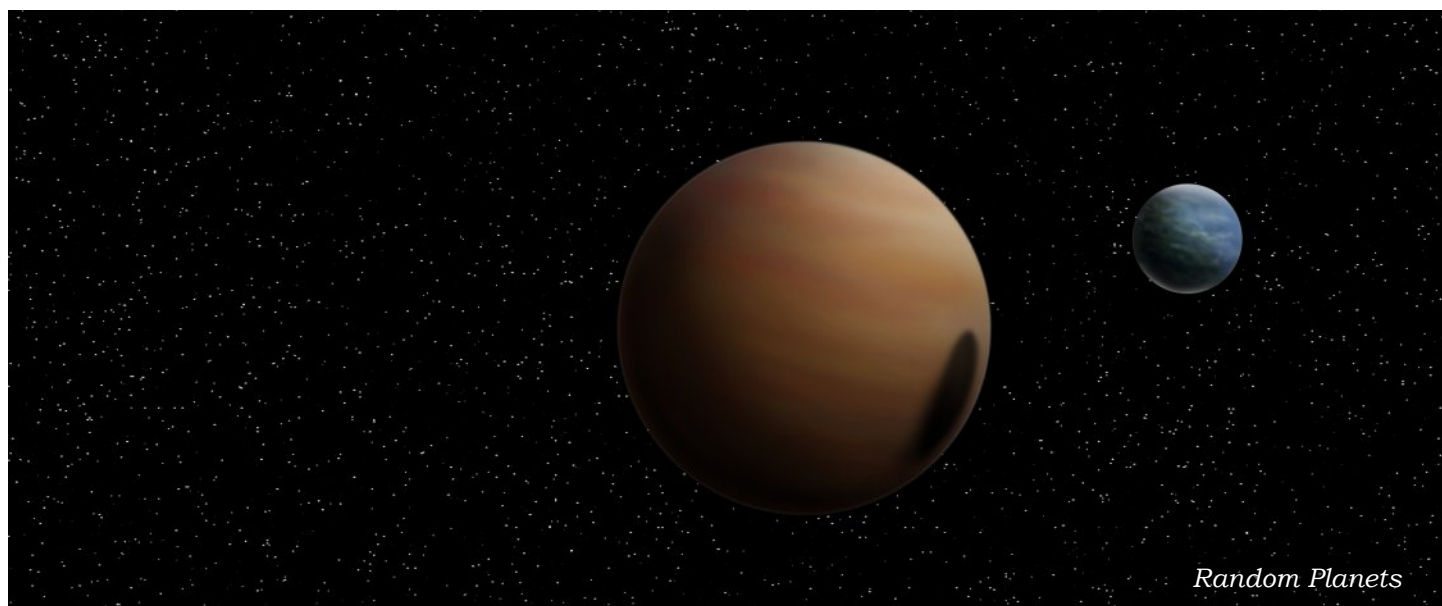
Peloponnese	type	Dominant faction	Particular hazards	surface temperature °C			surface gravity (G)	atmosphere	population	rotation (std. hours)	orbit (std. days)	satellites
				min.	mean	max.						
star system		Corinth	-									
Pontiki	rocky	Corinth	-	130	150	190	0,09	none	40k	3	91	-
Arouraios	rocky	Corinth	Gangs	90	140	170	0,22	trace	100m	14	223	-
Corinth	tundra planet	Corinth	Gangs	-106	11	41	0,95	breathable	280m	26	307	1
Peloponnese-A1	asteroid belt	-	-				-	none	-	-	728	-
Syneggo	gas giant	-	-	varies with depth			2,57	unbreathable	-	12	1.475	4
Kryo	rocky/ ice-covered	Corinth	-	-132	-95	-60	0,79	unbreathable/ toxic	100k	21	2.611	1
P6	rocky/ ice-covered	-	-	-180	-150	-110	0,82	unbreathable	-	27	1.925	-
P7	rocky/ ice-covered	-	-	-260	-245	-210	0,52	unbreathable	-	93	6.077	1

Saint Helen

The Saint Helen system is the only system claimed by Haziioth, but is home to no fewer than four planets supporting life. Haziioth has the largest population but its jungles are largely undisturbed - and dangerous. Nazca is a garden world of grassy plains with the occasional forest, and has little more than a small military garrison on it. Sable and Pouvre both have their low-density biospheres, and are both home to

small colonies and mining operations. There are a number of stations throughout the system, several of them dating to before the discovery of artificial gravity, incorporating rotating sections. The system is safe, and civilian ships usually travel unescorted. The Haziioth military patrols the sector and groups of ships guard the jump points at all times. There are two known jump points; one to Vesuvius-12, and one to EG-13b.

Saint Helen	type	Dominant faction	Particular hazards	surface temperature °C			surface gravity (G)	atmosphere	population	rotation (std. hours)	orbit (std. days)	satellites
				min.	mean	max.						
star system		Haziioth	-									
Ahdede	rocky	-	-	130	159	190	0,27	trace	-	73	71	-
Sable	desert planet	Haziioth	-	-40	35	80	1,01	breathable	50k	47	215	-
Pouvre	tundra planet	Haziioth	-	-55	20	65	1,11	breathable	100k	25	371	1
Haziioth	jungle planet	Haziioth	Wildlife	-76	15	51	1,02	breathable	48m	24	411	1
Nazca	garden planet	Haziioth	-	-80	13	47	0,93	breathable	5k	27	564	3
Saint Helen-A1	asteroid belt	-	-				-	none	-	-	2.962	-
Nuageux	gas giant	-	-	varies with depth			2,45	unbreathable	-	21	8.918	5
Vide	gas giant	-	-	varies with depth			2,12	unbreathable	-	15	14.211	4
Froid	rocky/ ice-covered	-	-	-260	-195	-150	0,09	none	-	851	16.219	-



Random Planets

Thessalia

The Thessalia system is claimed by both the Kurion Empire and the Corinthian Hegemony. The most populous planet, Yumyrkos, has both Kurion areas and Corinthian areas, and neutral parties. Dyfnderoedd Cudd is an ocean planet with few islands, officially claimed by Corinth. The planet is largely lawless though, and gangs rule its cities. Most refer to the planet as 'Cudd' which has also become a personal insult, meaning 'ruthless, violent, and cowardly thug'. Samag is even more lawless, with pirate organizations openly ruling the planet and its inhabitants. Corinth claims the planet, but rules in name only. Bucephalus is an economic hub, an automated transfer site for bulk cargo, and guarded by a robotic defense force. The

Corinth Hegemony maintains a significant presence in the system, but this presence is organised around the defense of Yumyrkos, Bucephalus, and trade routes to and from Bucephalus; the rest of the sector is the domain of pirates. The Kurion have a military presence on Yumyrkos but can not project power far from it, due to the poor quality of their ships. Piracy makes economic enterprise outside the patrolled areas impossible. There are three known jump points; the one to Nessos-1/Vitafer is guarded by a stealth ship on this side, and a larger force on the other side. The jump point to Peloponnese is guarded by a Corinthian fleet. The jump point to Athena is unguarded.

Thessalia	type	Dominant faction	Particular hazards	surface temperature °C			surface gravity (G)	atmosphere	population	rotation (std. hours)	orbit (std. days)	satellites
star system		Corinth/Kurion	Pirates	min.	mean	max.						
Merah	rocky/volcanic	-	-	150	170	210	0,65	unbreathable/toxic	-	27	141	-
Mati	rocky	-	-	50	75	100	0,96	unbreathable/toxic	-	51	317	-
Yumyrkos	garden planet	Corinth/Kurion	Living Machines	-85	16	45	0,98	breathable	602m	24,5	460	2
Dyfnderoedd Cudd	ocean planet	Corinth	Gangs/Pirates	-89	22	55	1,09	breathable	3m	31	712	1
Samag	rocky	Pirates	Gangs/Pirates	-120	5	54	0,74	unbreathable	10m	34	819	1
Memaleun	rocky	-	-	-120	1	30	0,56	unbreathable	-	915	2.611	-
Thessalia-A1	asteroid belt	-	Pirates	-	-	-	-	none	-	-	3.203	-
Thessalia-A2	asteroid belt	-	Pirates	-	-	-	-	none	-	-	5.820	-
Ttungttaengi	gas giant	-	-	varies with depth			2,61	unbreathable	-	11	7.101	3
T-6C/Bucephalus satellite/rocky/ice-covered		Corinth	-	-200	-175	-140	0,01	none	automated	-	16	-

Rovigo

The Rovigo system is littered with debris from the last war, and is 'governed' by numerous small factions, whose military capabilities are joined in the Rovigo Militia. These capabilities are joined only against external threats; fighting between factions sometimes still happens. Living Machines are present throughout the system and make life difficult on Rovigo Prime, the asteroid belts, and periodically the gas giant. Overall the system is turbulent and travel through the system can be dangerous - there are Living Machines and Pirates lurking - but large escorted convoys are usually safe. Should relations between two or more Rovigo factions deteriorate - something that periodically happens - travel through their areas is ill-advised; groups responsible for maintaining law and order tend

to have their own interpretation of said law and order and oversight is lost during periods of conflict. Should individuals or groups run afoul of a Rovigo faction, vigilante justice is often applied, with groups of ships hunting 'criminals' and chasing them to the edge of known space.

There are three known jump points; one leading to Thessalia, one leading to Kelaeno, and one leading to Jovius. Stealth ships guard each of the jump points but strictly to observe and possibly follow suspect ships. A group of Haziioth destroyers and a small mobile logistics base with fighters guards the jump point to Thessalia together with a larger number of Rovigo ships. The jump point to Kelaeno is littered with mines and automated defense platforms.

Rovigo	type	Dominant faction	Particular hazards	surface temperature °C			surface gravity (G)	atmosphere	population	rotation (std. hours)	orbit (std. days)	satellites
star system		Rovigo Militia	LMs/Pirates	min.	mean	max.						
Pavor	rocky	-	-	35	141	257	0,36	unbreathable/toxic	-	32	208	-
Anceps	garden planet	Rovigo Militia	Wildlife	-71	25	70	0,87	unbreathable	100k	41	306	1
Rovigo Prime	garden planet	Rovigo Militia	Living Machines	-86	18	61	0,93	breathable	2m	26	379	2
Aeger	rocky	Rovigo Militia	-	53	74	175	1,30	unbreathable/crushing pressure	10k	51	580	-
Rovigo-A1	asteroid belt	Rovigo Militia	Living Machines	-	-	-	-	-	2m	-	1.173	-
Invisus	gas giant	-	Living Machines	varies with depth			2,40	unbreathable	-	21	1.862	12
R-5A/Madhouse	satellite/rocky	Rovigo Militia	-	-79	13	131	0,11	trace	1m	78	3	-
R-5D/Potato	satellite/rocky	Rovigo Militia	-	-57	17	78	0,05	none	1m	-	4	-
Ring of Pebbles	asteroid belt	Rovigo Militia	Living Machines	-	-	-	-	-	500k	-	3.071	-
Cavum	rocky	Rovigo Militia	-	-34	2	31	0,52	unbreathable	1m	72	3.917	-
Laetus	rocky/ice-covered	Rovigo Militia	-	-105	-69	-15	0,21	trace	250k	101	6.821	1
Finis	rocky/ice-covered	Rovigo Militia	-	-183	-150	-103	0,89	unbreathable	250k	37	8.919	1

Vesuvius-12

The Vesuvius-12 system is one of the few systems in the jump network without any habitable planets. Its only settlements are a large asteroid station orbiting one of the inner planets, and a mining outpost on another one of the inner planets that relies on obsolete, labor-intensive methods and thus requires a significant workforce. Both facilities are owned and operated by Vesuvius Mining Incorporated. Living Machines infest the asteroid belt and gas giants and make a habit of attacking even well-defended convoys. Because of its location the system is crucial to all trade going to and coming from Haziioth in the Saint Helen system. Escort services are on average 50% of the shipping cost through the sector and arranging insurance on shipments is a

Vesuvius-12	type	Dominant faction	Particular hazards	surface temperature °C			surface gravity (G)	atmosphere	population	rotation (std. hours)	orbit (std. days)	satellites
				min.	mean	max.						
star system		-	Living Machines									
Egy	rocky, volcanic	-	-	172	213	285	0,61	unbreathable/toxic	-	17	238	-
Két	rocky, volcanic	-	-	173	219	270	1,26	unbreathable/toxic	-	34	284	-
Három	rocky, volcanic	-	-	218	259	305	1,45	unbreathable/toxic/crushing pressure	-	81	387	3
	Félúton satellite, rocky	Vesuvius M. Inc.	-	-151	53	206	0,01	none	2,5m	-	581	-
Négy	rocky	Vesuvius M. Inc.	-	-84	23	62	0,48	unbreathable	500k	65	810	2
Öt	rocky	-	-	-161	-16	150	0,31	trace	-	51	1.391	1
Vesuvius-12-A1	asteroid belt	-	Living Machines				-	-	-	-	2.718	-
Hat	gas giant	-	Living Machines	varies with depth			1,85	unbreathable	-	26	4.810	8
Hét	gas giant	-	Living Machines	varies with depth			1,74	unbreathable	-	23	6.935	11
Nyolc	rocky/ice-covered	-	-	-227	-174	-126	0,51	unbreathable	-	125	11.209	1

Zal Suyobseun Wichi

This system is not on any star chart and its existence is kept secret by those in the know. No known jump points lead to this system, the only way to reach it is by using a psionic rift drive. The navigator on the first ship that reached the system was psychic, allowing them to see the system without having been there before.

The system's physical location is a mystery even to Haziioth fleet command. Normally it would be possible to determine one's location by the configuration of the stars seen from a system, but in this case this has proven futile; the stars simply do not match those of known space. The working assumption is that this location is much further removed from known space than a rift drive can normally travel, but is 'special' somehow, allowing rift drives to reach it from the Vesuvius-12 system, and to jump back that way. (It can not be reached from other systems.)

Because of its unusual and potentially important location, its future strategic value is not known but could be immense. In addition, one planet is very rich

Zal Suyobseun W.	type	Dominant faction	Particular hazards	surface temperature °C			surface gravity (G)	atmosphere	population	rotation (std. hours)	orbit (std. days)	satellites
				min.	mean	max.						
star system		Haziioth										
Zal-1	rocky, volcanic	-	-	215	268	411	0,74	unbreathable/toxic	-	41	240	-
Zal-2	garden planet	-	Wildlife	-12	34	122	0,61	unbreathable/toxic	-	28	340	2
Zal-3	garden planet	Haziioth	Wildlife	-45	15	68	0,86	breathable	6.000	32	414	1
Zal-4												
Zal-A1	asteroid belt	-	-				-	-	-	-	917	-
Zal-5	rocky	-	-	-181	-25	7	0,61	unbreathable	-	51	1.691	-
Zal-6	gas giant	-	-	varies with depth			2,11	unbreathable	-	18	4.017	12
Zal-7	rocky/ice-covered	Haziioth	-	-240	-180	-140	0,52	unbreathable	100	281	8610	1

financial nightmare. Unofficially, Haziioth and Corinthian mercenaries and sometimes regular military forces use their performance against Living Machines as a gauge of the relative capabilities of their combat units.

There are three known jump points in the system. One leads to Saint Helen, one to Peloponnese, and one to EG-13. None of the jump points are guarded by ships, though Living Machines sometimes prowl the jump point to Saint Helen to attack entering ships. The jump point to the EG-13 system is littered with thousands of mines, including hundreds of fusion warheads. These mines were deployed there by the Haziioth space forces; no official explanation was ever given.

in resources with convenient working conditions making it ideal for future mining outposts. A large station has been constructed in orbit around that and serves as a logistics hub and base of operations for up to two dozen destroyers and several hundred fighters - though budget limitations have cut the actual number of ships stationed down to half that. The system's fleet relies on mobile refineries orbiting the system's lone gas giant for fuel, and a supply base has been built on the outermost planet.

Corinth has in fact reached the system too and could easily overrun it, were it not for the fact that its space forces have only a very small number of rift drives available, limiting the speed with which forces can be built up in the system. Skirmishes have taken place (that have been kept secret by both sides) that ended in the destruction of the Corinthian invasion force. Officially, Corinth never visited the system and for the time being both sides maintain the charade.

Chapter 2 - Rules for Characters

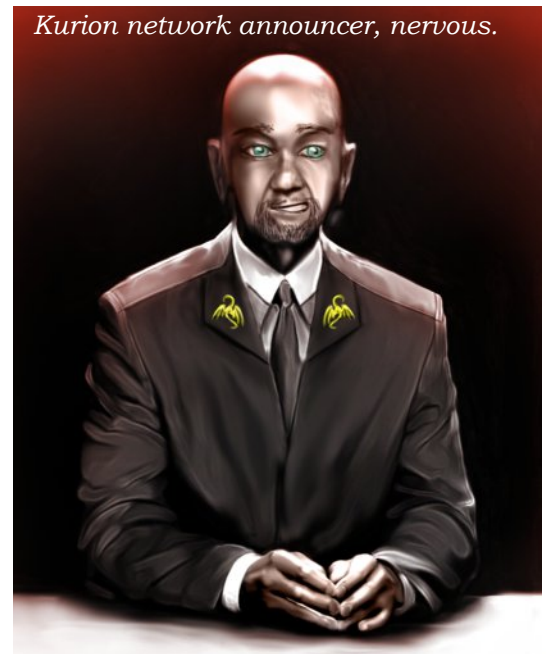
Kurion game show 'victims', unsportsmanlike.



This chapter contains several sections. The first is a small set of rules for specific feats related to technology use. The feats are slightly modified versions from existing Open Game Content, and are included specifically for games where player characters must use both magic and technology, they are in no way tied to or required for the game. The next section covers a small number of skills. The names of these skills can be found in existing Open Game Content but the rules for their use are rewritten, specifically when they apply to actions, items, and encounters in this book. The rules for using these skills are key for vehicle and ship operating during combat, crafting technology items, and dealing with certain enemies. Unlike the feats, they are tied to the rest of the book. Third is a list of technological items for personal use, their abilities, and rules for crafting them. This includes primarily weapons and armor. Fourth is a small collection of

spells, organised in the arcane School of Technology and the divine Technology Domain, as well as a small collection of enchanted pieces of technology. The spells are only relevant in a game where magic and technology exist simultaneously, though they are not tied to the rest of the book, can be used in a less futuristic setting, and they are not required for the other rule sections in the book.

Kurion network announcer, nervous.



Kurion nobleman, unhappy.



Feats and Skills

The number of feats and skills required for the effective use of technology is drastically reduced compared to those required in existing Open Game Content. This is done to allow characters a degree of flexibility as they need to balance both their traditional fantasy abilities and their use of technology with a limited overall number of feats and skill ranks. The GM can use 'traditional' rules for technology-related feats and skills if they intend to make technology more exclusive and requiring a larger personal investment to use effectively.

Tech-Related Feats

Heavy Weapons Proficiency [General]

Prerequisite: none

Benefit: Allows a character to fire large weapons such as rocket launchers and heavy machine guns without the -4 non-proficiency penalty. Afterwards, feats such as Weapon Focus are taken for each weapon type (rocket launchers, railguns, etc) separately.

Mounted Weapons Proficiency [General]

Prerequisite: none

Benefit: Allows a character to make attacks with weapons mounted on a ship or vehicle (but not power armor) without the -4 non-proficiency penalty.

The proficiency only covers weapons mounted when used.

Special: The following feats can be taken afterwards and applied to mounted weapons: Weapon Focus, Greater Weapon Focus, Weapon Specialization, Greater Weapon Specialization, Improved Critical, Penetrating Strike, Greater Penetrating Strike (in this case applies to hardness as well as damage reduction).

Personal Firearms Proficiency [General]

Prerequisite: none

Benefit: Allows characters to use pistols and rifles (regardless of whether they fire bullets, laser beams, or other forms of negative sentiment) without the -4 non-proficiency penalty. Afterwards, feats such as Weapon Focus are taken for each weapon type (assault rifles, shotguns, etc) separately.

Power Armor Proficiency [General]

Prerequisite: heavy armor proficiency, Int 10+
Allows a character to use powered armor and weapons mounted on powered armor. Characters without this feat cannot wear powered armor.

Starship Piloting [General]

Prerequisite: none

Benefit: This feat allows the Piloting skill to be applied to starships. It covers actions such as tactical maneuvering, long-range navigation, docking procedures, and atmospheric entry.

Normal: The Piloting skill can only be applied to ground craft. (Wheeled craft, tracked craft, hover craft, legged craft, etc.)

Tech-Related Skills

It should be noted that if the game uses The Pathfinder Roleplaying Game rules, none of the technology skills are class skills for any class unless explicitly mentioned in the class description.

Computer Use (Int)

Allows characters to perform complex operations on computer-controlled systems. This skill is also used for jamming enemy sensors, comms, CIWS, defending the ship from such attacks, as well as performing detailed scans of objects. (Note that many such checks require specific equipment.) This check can be performed untrained, but with no ranks, characters can not take 10.

Characters who have at least 5 ranks in Linguistics gain a +2 synergy bonus when using computer use to decrypt data. Characters who have at least 5 ranks in Disable Device gain a +2 synergy bonus when using computer use to breach a system's security. note: The rules described here are specific to the systems and combat rules included in this book, particularly to electronic warfare in ship combat and dealing with cyborg slaves. Non-combat, non-hacking uses of the skill are left to GM discretion.

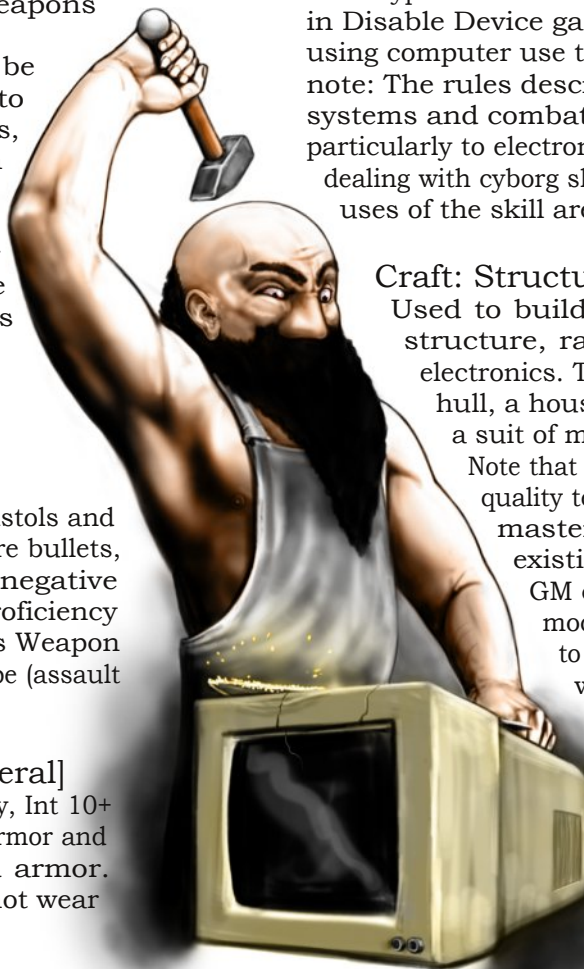
Craft: Structural (Int)

Used to build objects that are primarily structure, rather than moving parts or electronics. This can be a container, a tank hull, a house, a ship hull, a table, a door, a suit of modern body armor, or a sword.

Note that the examples given are standard quality technological items. For medieval masterwork arms and armor, use existing crafting DCs and times. A GM can rule that this skill requires modern tools, requiring characters to rely on traditional crafting skills when only medieval or fantasy equipment is available.

Craft: Mechanical (Int)

Required to build objects that are comprised for a significant percentage of moving parts. Examples are mech hulls, power armor, and engines.



Computer Use

Computer Use DC examples					
action	take 10	DC (est.)	time	synergy	
Hack Local Network	no	20-35	full-round action	Disable Device	Requires computer and physical access to local net.
Hack Cyborg Slave - Worker*	no	24	standard action	Disable Device	Temporarily assume control over cyborg slave.
Hack Cyborg Slave - Trooper*	no	26	standard action	Disable Device	Temporarily assume control over cyborg slave.
Hack Cyborg Slave - Vehicle**	no	30	standard action	Disable Device	Temporarily assume control over cyborg slave.
Hack Cyborg Slave - Ship**	no	34	standard action	Disable Device	Temporarily assume control over cyborg slave.
Tap into enemy radio comms.	outside combat	22-30	standard action	Linguistics	Requires computer and radio receiver.
Only one cyborg slave can be hacked at any time.					
*Relies on radio signals. Requires salvaged Kurion nobleman implant connected to a computer. (Does not need to be implanted.)					
**Relies on laser communication. Requires a computer connected to a Kurion nobleman implant, and either physical access or Laser Comm Splitter.					
See the chapter on ships and vehicles for a list of actions in ship and vehicle combat.					

Craft: Electronic (Int)

Required to build computers and other systems that rely heavily on information processing systems, as well as ones that rely on energy or gravity fields, such as shield generators. (The term electronic is technically a misnomer, as not all systems use an electronic control system, but for sake of simplicity and compatibility, is taken straight from existing Open Game Content.)

The crafting DCs reflect their difficulty given the available tools. Generally this means things are easier to make than in a contemporary or medieval setting. The crafting DC also assumes pre-made miniature components are available. If not, add 10 to the DC, double the time taken, and quadruple the final product's mass.

crafting DC examples:		Craft	
structural	DC	time (estimate)	basic material cost (estimate)
prefab DIY-assemble furniture	5	1 hour	200 credits
prefab shed	10	4 hours	2.000 credits
sword	15	2 days	100 credits
habitation module, suit of armor	20	3 days	1.000 credits
hovertank hull	22	1 month*	50% of market price
small starship hull	29	1 year*	50% of market price
mechanical			
bicycle	15	2 days	200 credits
car engine	20	1 week	1.000 credits
mech hull	25	6 weeks*	50% of market price
small ship engine	29	1 month*	50% of market price
electronic			
timer	15	1 hour	5 credits
electronic lock	20	8 hours	20 credits
personal computer	22	3 days	300 credits
ship system module	25	3 days*	50% of market price
small ship shield generator	30	2 weeks*	50% of market price
*Large projects can be sped up, see Project Timeframe and Workforce in Ship Construction Rules.			

Crafting Cost and Requirements

Unless a different cost is specified, the cost of crafting an item is half the item's purchase price in materials and components.

Crafting pieces of technology, especially large, complex, and expensive items such as starship weapons is not like crafting a sword. A character building a technological item is relying on the accumulated knowledge and expertise of generations of engineers and researchers who came before and developed the weapon - a character can not simply step into the workshop one day and build a ship from scratch. A GM should restrict the crafting of such items to characters who have access to advanced equipment such as scanners, 3D printers, CnC mills, robotic assistants, advanced components, and importantly, blueprints. A GM can rule that characters can perform a detailed scan of a device in order to be able to build more. Alternatively a GM can require characters to purchase blueprints of the device they intend to build (a small percentage of the purchase price is reasonable), or they can hand out blueprints as quest rewards. *Designing* new technology goes beyond the scope of these crafting rules.

Handcrafting

In order for an item to be enchantable it must be made by hand. Scanners can still be used, but not (for example) 3D printers or CnC mills. As a result, crafting time is doubled and the crafting DC is increased by 5. Armor crafted this way has an armor check penalty 1 lower, weapons have a +1 attack modifier, similar to medieval masterwork weapons.

A note on items that improve skills:

The Computer Use, Piloting, and Repair skills are key to many actions during ship and vehicle combat - a GM should keep this in mind when allowing players to buy or create items that improve these skills. It is advisable to limit the use of such items to specific types of checks.

Piloting (Dex)

Allows a character to operate a wheeled, tracked, hovering, or legged machine. Certain difficult conditions require Piloting checks. This check can be performed untrained but untrained characters can not take 10. Piloting a starship without the Starship Piloting feat is theoretically possible but characters can not take 10 regardless of Piloting ranks and suffer a -4 penalty. This skill does not cover driving civilian cars. It is assumed any character can in principle learn how to drive a car under normal conditions. (GM discretion)

Piloting DC examples					
action	take 10	DC	number of checks	faillure	crit fail
routine docking	yes, outside combat	10		attempt fails	collision
docking without computer assist	yes, outside combat	15		attempt fails	collision
docking with unresponsive target	yes, outside combat	20		attempt fails	collision
steer hovercraft through traffic	yes, outside combat	15	1/hr	property dmg 1d10x1.000 creds	injuries or death
walk mech through traffic	yes, outside combat	17	1/hr	property dmg 1d10x1.000 creds	injuries or death
walk mech across uneven terrain	yes, outside combat	17	1/rnd	attempt fails	1d20 dmg (ignore hardness)
walk mech through swamp	no	20	1/hr	1d20 dmg (ignore hardness)	2d20 dmg (ignore hardness)

Piloting checks should only be required under difficult circumstances or if the pilot is unskilled. See the chapter on ships and vehicles for combat-specific uses of the Piloting skill, and collision damage under Ship Ramming.

repair DC examples:			
action	DC	time	
restore hp to functioning object (1)	20	1 hour	restores 2d6 hp to object(s)
repair disabled object (2)	craft DC -5	10% of craft time	object becomes functional, restores to 20% hp
perform diagnostic (3)	15	1 hour	+5 on next Repair check to that object

(1) If the machines is being repaired while in operation, increase the DC by 5.
Every 5 points by which the check exceeds the DC restores an additional 2d6 hit points.

(2) The Repair DC equals the object's Craft DC, minus 5. Time required is 10% of the object's Craft time.
Every 5 points by which the check exceeds the DC reduces time required by 1%.

(3) Running a diagnostic requires a diagnostics array or similar scanner.

Disorientation for the Un-accustomed

The first aspect is disorientation. Characters who first venture into a microgravity environment will experience disorientation, but for convenience of gaming it's assumed that eventually they will become accustomed to it.

Repair (Int)

Allows characters to perform maintenance and repairs on machines, as well as install systems and upgrades, or possibly kludge together machines from salvaged parts. Under normal shipyard, workshop, or garage conditions an engineer can take 10 on any of their checks. This check can be performed untrained but without ranks, a character can not take 10.

The DC of a Repair check depends on the complexity of the item and its status. Restoring 2d6 hit points to a device that is still functioning (such as a tank hull) takes one hour and has a DC of 20; every 5 points rolled over that restores an additional 2d6 hit points. Repairing a disabled device such as a shield generator or tank hull has a Repair DC equal to its original crafting DC minus 5, and takes 10% of the crafting time. Every 5 points rolled over the DC reduce time taken by 1%, to a minimum of 1%. The newly repaired item will be functional and in the case of ships or vehicles, will start at 20% of its maximum hit points.

A character with 5 ranks or more in any one of the three previous crafting skills gains a +2 synergy bonus on Repair checks.

Zero-G Actions and Movement

Entering into a microgravity environment carries with it a host of practical and health consequences, but this section will only focus on game mechanics that apply to performing tasks and combat.

There are two core aspects to zero-G actions and combat. Disorientation for those not accustomed to zero-G, and mechanics of movement.

Therefore the disorientation rules apply only to characters who have not yet become accustomed to zero-G.

- To the un-accustomed, microgravity counts as difficult terrain, with the appropriate modifiers to movement speed and actions. The ability to fly in this case does not allow one to negate these penalties.
- If an un-accustomed character has to perform an action in a stressful situation, for example disabling a bomb, or fighting an enemy, they must make a DC 15 Fly or Piloting check. Faillure imposes a penalty on that character's Dexterity for that round. The size of this penalty is determined by how much the Fly or Piloting check was failed: Every 3 points below 15 adds -2 to the penalty. A result of 14 imposes a -2 Dex penalty, a result of 11 imposes a -4 Dex penalty, a result of 8 imposes a -6 Dex penalty, andsoforth. These penalties can not reduce a character's Dexterity to below 1.

Exactly when a character becomes accustomed to zero-G is up to the GM.

Movement

- In order to make changes to speed or direction, a character must have a means to do so. If there is air, wings or turbines will suffice. In vaccuum, a system such as a repulsor or spacesuit with RCS is needed. Without such a system, a character can only change direction while in contact with a surface or an object that can serve as reaction mass.
- Attempting to use another object as reaction mass is a move-equivalent action. The character must succeed on a grapple check against the target's CMD, provoking attacks of opportunity. On faillure, the

General Rules for Different Gravity Environments			
gravity	encumbrance loads	Acrobatics	movement
2 G	50% of normal	penalty -10	requires power armor period, always counts as difficult terrain
1.5G	66% of normal	penalty -5	difficult terrain without power armor
1G	normal	no modifier	normal
0.5G	200% of normal	bonus +5 (jumping-related only)	normal
0G	200% of normal	no modifier	difficult terrain without RCS or magboots, Zero-G rules

reaction mass object can choose to either absorb half of the character's momentum, or to let the character float past. Unattended objects are automatically grappled, unless the character and object are moving at a relative speed of higher than 30ft./round, in which case the character must succeed on a Fly or Piloting check with a DC of 10 (+1 for every 5ft. of additional movement speed). On success, the character can choose to impart up to their normal movement speed in any direction, the reaction mass object (if it does not have RCS or other means of stabilizing itself) will gain an identical momentum in the opposite direction.

- A good rule of thumb is to base the distribution of momentum after a collision on relative size categories. An object one size category larger gains a quarter the speed of the smaller object. An object two size categories larger does not gain a noticeable speed.
- Provided there is enough space, a character can continue moving in the direction they were traveling in at the end of their last turn, without using a move action to do so. Altering speed or direction by more than 5ft. counts as a move action, so in this situation, ceasing to move counts as a move. A GM should not allow continuous buildup of momentum by repeated speed increases - this would become complicated. Instead the GM should merely allow characters to move at the maximum normal speed they are able to.
- Should a character find themselves in zero-G without an RCS-capable system or magnetic boots (with a surface they work on) they must still treat the environment as difficult terrain, regardless of whether they are accustomed to zero-G.

High-G and Low-G

For the sake of simplicity, the range of gravity environments is limited to a handful of categories. These affect encumbrance loads, movement, and Acrobatics checks. While in zero-G a character technically can carry any amount, they are on a practical level limited by the inertia of their load.

Character Equipment

Characters from a fantasy setting will likely already have equipment, and the need for technology-based equipment puts further pressure on available item slots and resources. For that reason, and to prevent needless duplication, the list of equipment is short and modular. Default weapons and suits of armor are bought as standard quality mass produced items. Crafting an item requires half the purchase cost in materials, a suitable workspace and tools. If a character wants to craft an item that can be enchanted, they must pour their heart and soul into the crafting, and not use machine tools (though scanners are allowed). The crafting DC is increased by 5 and the time taken is doubled. Resulting armor will have an armor check penalty that is reduced by one and weapons will grant a +1 on their attack modifier. Masterwork quality modern arms and armor can be improved with the

traditional enchantment options.

Character Wealth - a Note

This book does not present rules for character wealth. However, there is one aspect that a GM should keep in mind: Magical items are paid for with gold, and technological items are generally paid for with credits. This becomes relevant when characters start accumulating equipment and wealth. A spaceship for instance is a very expensive piece of hardware and would allow characters to buy an unbalancing amount of magic equipment, if the ship were sold and the money used to buy gold. Because of this, a GM should keep tight control over how much wealth player characters can change from credits to gold and vice versa. This can be done by setting a limit to the amount that can be traded or setting an unfavorable exchange rate (50 to 100 credits per gold piece is reasonable).

Armor

Suits of armor come in a range of types, from light, to heavy, to powered. They can be police vests, SWAT armor, military armor, civilian spacesuits, military spacesuits, or anything in between. Instead of listing these separately, it is assumed they fall into one of the categories, depending on performance and requirements. They can be created from different materials, given a degree of insulation, and optionally equipped with an advanced nanotech based outer layer. The types of armor fall into the categories of light, medium, heavy, allowing characters to use their traditional armor proficiency for them. The only exception is powered armor which is complex enough to require its own proficiency. Sealed suits have built-in sealing systems that close a hole after a character has taken damage. At the end of the day, the suit will require some repairs. (30 minutes, *Repair* DC 17)

Armor Add-Ons

Each suit has room for one add-on, which can be installed or removed at any time. Removing or installing an add-on takes 15 minutes. Add-ons must be purchased or crafted separately. Unless explicitly mentioned, add-ons to suits can not be enchanted.

Sealed Suits and Magic Item Slots

A sealed suit presents some difficulty if a character wants to wear it while also benefiting from magic items. Some items can be worn under it, some can be worn over it, while others need to be made part of a sealed whole. Making an item compatible with a sealed suit involves building a hermetic seal, radiation shielding, insulation, a thermal regulation system, and more. The listed DC and time is for handcrafting either an enchantable item or modifying an existing enchanted item. The cost is materials cost, handcrafted gear can be commissioned at four times the listed cost. Newly created suits come with gloves, boots, and helmet. Note that magic item slot numbers and limitations are not changed.

Modern armor is created from a short list of standard types and modifications.

step 1 - select base armor

Base armor type	max. AC	armor check Dex	check penalty	base weight	base speed 30 ft.	20 ft.	arcane spell fail.	purchase cost	proficiency required	crafting check required	base time required
type I	2	8	0	8 lbs	30 ft.	20 ft.	0%	1.000 credits	light armor	structural DC 18	4 hours
type II	3	6	-1	14 lbs	30 ft.	20 ft.	5%	3.000 credits	light armor	structural DC 19	6 hours
type III	4	4	-2	20 lbs	30 ft.	15 ft.	10%	5.000 credits	medium armor	structural DC 21	8 hours
type IV	6	3	-4	30 lbs	25 ft.	15 ft.	20%	10.000 credits	medium armor	structural DC 22	16 hours
type V	7	2	-5	35 lbs	20 ft.	15 ft.	30%	15.000 credits	heavy armor	structural DC 24	32 hours
type VI	8	2	-6	40 lbs	20 ft.	15 ft.	40%	20.000 credits	heavy armor	structural DC 26	40 hours
type VII	10	1	-7	250 lbs	40 ft.	30 ft.	100%	500.000 credits	powered armor	mechanical DC 28	80 hours

Armor can be custom-made into nonstandard shapes at double cost. Every increase in size doubles cost and quadruples weight.

Crafting requires half the purchase cost in materials, a workspace, and tools.

Armor can be hand-crafted to masterwork quality to make it enchantable. Crafting DC + 5, time is doubled. Armor check penalty -1, Max Dex +1.

step 2 - select material

	cost modifier	crafting modifier	effect
steel	0.6x	DC -2	armor check penalty increases by 1, -1 to AC
polymers	0.8x	DC -1	armor check penalty increases by 1
cerametal	1x	-	-
neutronium	5x	DC +5	grants +4 bonus on fortitude saves against ionizing radiation
adamantium	100x	DC +10	DR 1/- for light armor, DR 2/- for medium armor, DR 3/- for heavy and power armor

The materials need to of course be available in sufficient quantity. Common prices are: steel 0.25 cred/lb, polymer 0.5 cred/lb, cerametal 1 cred/lb, neutronium 20 cred/lb, Adamantium 375 gp/lb

step 3 - select degree of insulation

	weight modifier	extra cost	crafting modifier	time	effect
open	0.8x	-	DC -2	-	+2 equipment bonus on endurance checks, -1 to AC, endure elements vs hot climate
partial	1x	-	-	-	endure elements vs cold climate
sealed	1.5x	+100.000 credits	DC +2	x1.5	includes life support, radiation shielding, magnetic boots, RCS for spacewalks

Open means a suit of armor is the protective pieces with only the bare minimum of connective pieces for maximum heat dissipation, and includes an active cooling unit.

Space operations require a sealed suit, but a sealed suit can also be used underwater or in poisonous atmosphere.

step 4 (optional) - select one outer layer (these rely on nanotechnology and can not be handcrafted. The suit is then not enchantable.)

	extra cost	additional craft check	additional craft check time	
default armor	-	-	-	default outer layer
chameleon skin mk I	+5.000.000 credits	electronic DC 30	40 hours	+10 equipment bonus on Stealth checks, 1 hr (rech. 10 mins)
chameleon skin mk II	+30.000.000 credits	electronic DC 35	80 hours	invisibility + invisibility to machines, 1 hr (recharge 10 mins)
energy dissipation sys.	+3.000.000 credits	electronic DC 30	40 hours	electrical resistance 20, automatically deals 1d6 electric damage per round when grappling
regenerative armor	+8.000.000 credits	electronic DC 35	80 hours	grants 15 bonus hit points, regenerates at 1hp/hour
molecular shield	+4.000.000 credits	electronic DC 30	56 hours	immunity to rust, nonmagical disease, acid resistance 20
nanite attack field	+6.000.000 credits	electronic DC 32	64 hours	enemies within 5 ft. Suffer 1 dmg/round (no save, no SR)

Each suit has room for one add-on. Suits are by default created without add-on.

Powered Armor

Powered armor provides DR 2/- by default. It also comes with a weapon slot, either shoulder-mounted or on one of the arms. There it can be outfitted with a rifle or heavy weapon which can be fired at any time instead of the one equipped in the character's hands. (Essentially two weapons are equipped at any time.) Reloading of that weapon is automatic though still takes the standard amount of time. The suit does not grant proficiency with the weapon. The suit's ammunition capacity is 300 rounds, 6 rockets, or a capacitor with charge for 300 shots.

Substance Hardness and Hit Points		
Substance	Hardness	Hit Points
Steel	10	30/in. Of thickness
Polymeric	12	30/in. Of thickness
Cerametal	15	35/in. Of thickness
Neutronium	18	40/in. Of thickness
Adamantium	20	40/in. Of thickness
This table does not determine hardness and hp of vehicles or ships construction from these materials.		

Example suit:	weight	craft	time	cost
base armor: type IV	30 lbs	structural DC 19	16 hours	10.000 credits
material: neutronium		structural DC 19+5=24		10.000 x 10 = 100.000 credits
insulation: sealed	30 x 1.5 = 45 lbs	structural DC 24+2=26	16 x 1.5= 24 hours	100.000+100.000 = 200.000 credits
outer layer: nanite armor		electronic DC 35	80 hours	8.000.000 credits +
		craft checks required:	total time:	total cost to purchase:
		electronic DC 35, and	104 hours	200.000 + 8.000.000 = 8.200.000 credits
		structural DC 26		cost to craft: 8.200.000/2 = 4.100.000
Result:	max. armor check	base arcane	proficiency	
type AC Dex penalty weight speed spell fail. required				
type IV 6 3 -4 45 lbs 25 ft. 20% medium armor				
Neutronium: grants +4 bonus on fortitude saves against ionizing radiation				
Sealed: life support, radiation shielding, magnetic boots, RCS for spacewalks				
Outer layer - nanite armor: grants 15 bonus hit points, regenerates at 1hp/hour				
Room for one add-on. (Not included.)				
purchase cost: 8.200.000				

add-ons (bought seperately, suit can only have one at any time, installing or removing one takes 15 minutes)					
	weight	purchase cost	craft check	crafting time	
arm stabilizers	+5 lbs	50.000 credits	mechanical DC 20	4 hours	+1 max dex, +1 competence bonus to ranged attacks
auto-stabilizer	+3 lbs	5.000 credits	electronic DC 22	4 hours	automatically stabilizes wearer if they drop below 0 hp
extra armor plating	+10 lbs	40 credits	structural DC 18	2 hours	+1 AC
gravitic deflector	+10 lbs	200.000 credits	electronic DC 26	8 hours	+3 AC against projectile weapons
inertial damper	+10 lbs	200.000 credits	electronic DC 26	8 hours	grants DR 2/- (stacks with suit's DR if it is same type)
leg pistons	+10 lbs	10.000 credits	mechanical DC 15	4 hours	+10 ft. Base speed, +5 equipment bonus on Acrobatics
low friction parts	+5 lbs	30.000 credits	mechanical DC 18	4 hours	reduces arc. spell fail. by 10%, armor check penalty by 2
mobility package	+10 lbs	2.000 credits	structural DC 20	4 hours	+5 equipment bonus on Acrobatics and Climb
noise dampers	+5 lbs	5.000 credits	structural DC 17	8 hours	+5 equipment bonus on Stealth checks
repulsor assist	-50 lbs	10.000 credits	electronic DC 22	8 hours	reduces wearer total weight by 50 lbs.
repulsor lift	+15 lbs	30.000 credits	electronic DC 24	16 hours	allows flight at 30/perfect for 20 mins, recharge 10 mins
thermal regulation	+12 lbs	15.000 credits	structural DC 23	4 hours	+5 cold, fire resistance
these do not take up an add-on slot but can still be added to a suit:					
comm system	+1 lbs	100 credits	electronic DC 13	1 hour	Provides radio/laser communication.
potion dispenser	+2 lbs	1.000 credits	mechanical DC 14	4 hours	Allows wearer to use potions without taking helmet off.
vital sign monitor	+1 lb	500 credits	electronic DC 20	4 hours	Monitors vital signs, can be linked to network.
wrist computer	+2 lbs	2.000 credits	electronic DC 26	24 hours	Computer that is less hassle to lug around than a laptop.
5 potions can be stored seperately, internally. Other potions can be attached to a suction port on outside of suit.					
Drinking a potion is still a standard action that provokes attacks of opportunity.					
A comm system can be linked to a wrist computer, and/or a headset that can optionally be made part of a helmet at no additional cost.					
Unless explicitly mentioned, armor add-ons can not be enchanted, even if they are hand-crafted.					

Powered armor grants a +2 enhancement bonus to strength and then doubles the character's carrying capacity. It comes equipped with built-in sanitation systems and tubes allowing the wearer to eat or drink pre-prepared food. After four days the atmospheric regeneration system and food and water supplies are depleted. Contrary to popular belief, the air inside powered armor remains fresh until the atmospheric regeneration system is exhausted.

Spells with somatic components (either divine or arcane) cannot be cast from inside a suit of powered armor. Getting into a suit of power armor requires either assistance from at least one person or a specially prepared booth for the suit, where the prospective wearer steps into the suit. The booth costs 100.000 credits and weighs 500 lbs. (Craft: Structural DC 18,

2 days) Powered armor is incompatible with the chameleon skin outer layer system and imposes a -10 penalty on Stealth checks. A suit of powered armor occupies both the Body and Shoulders item slots.

Outer Layer Systems

These systems are based on nanotechnology and are currently the apex of engineering capabilities. For characters who are unwilling or unable to enchant their suit they are a viable but expensive option. A suit equipped with an outer layer system can in principle be made at masterwork quality, at the usual +5 crafting DC and doubled time, but can never be enchanted. The outer layer is not master-crafted and the DC and time required are unchanged.

Using item slots while wearing a sealed suit:		
Slot:	Item type:	Compatibility with sealed suit:
Head:	Hat	Can be worn over a helmet. (May look silly)
	Helmet	Must be made compatible with a suit. (Craft structural DC 27, 16 hours, 1.000 credits.)
Headband:	Headband	Can be worn under a helmet.
Eyes:	Eye lenses	Can be worn under a helmet.
	Goggles	Must be made compatible with a helmet. (Craft structural DC 20, 8 hours, 500 credits.)
Shoulders:	Cloak	Can be worn over a suit.
Neck:	Necklace	Can be worn under a suit.
Chest:	Mantel	Can be worn over a suit.
	Vest	Can be worn under a suit.
Body:	Corset	Can be worn under a suit.
	Robes	Can be worn over a suit.
Armor:	Armor	The suit takes up this slot.
Belt:	Belt	Can be worn either over or under a suit.
Wrists:	Bracers	Can be worn over a suit.
	Bracelets	Can be worn under a suit.
Hands:	Gauntlets	Must be made compatible with a suit. (Craft structural DC 23, 16 hours, 800 credits.)
	Gloves	Can be worn under a suit.
Fingers:	Rings	Can be worn under a suit.
Feet:	Anklets	Can be worn under a suit.
	Boots	Must be made compatible with a suit. (Craft structural DC 22, 16 hours, 400 credits.)
	Socks	Can be worn under a suit.

Chameleon Skin (type I and II)

Remains in effect as long as the wearer does not attack or use other offensive abilities. Once the wearer attacks a target with for example a weapon, spell, natural attack, the chameleon skin loses its function for ten rounds. Firing a directed energy or projectile weapon, even when not targeting anything also ends the effect. Using a melee implement or cutting device against an unattended object does not, nor does manually manipulating objects, unattended or otherwise.

Once reactivated chameleon skin can not reactivate for ten rounds. The skin provides no protection against spells that detect life force. Summoning creatures and having them attack does not interfere with the skin's functioning. The system needs a 10 minute recharge after one hour of operation.

The effect the type II system provides is similar to the spells *Invisibility* and *Invisibility to Machines* and can be countered by abilities or spells that would counter them.

Energy Dissipation System

This system has a theoretically limitless electrical grounding which allows it to redirect electrical currents. The wearer gains 20 resistance to electrical damage and anyone grappling the wearer will automatically suffer 1d6 electrical damage each round. Every 10 points of electrical damage dealt replenishes the system's charge for 24 more hours. (More energy is wasted.)

Regenerative Armor

This system provides 15 bonus hit points which are always depleted before the character starts losing hit points themselves. However it only works against

kinetic or energy based attacks. Negative energy ignores it. Once damaged, the armor regenerates at a molecular level at 1 hp/hour. *Repair* checks can not speed up this process, but spells that repair damage can. The system needs a 10 minute recharge per 24 hours of operation.

Molecular Shield

Nanites guard the entirety of the suit and everything else the wearer has on their person from molecular degradation. This means that it will never rust (not even magical rust affects it) and resists acid. In addition the nanites destroy any harmful microbial organisms that the wearer is exposed to. (Magical diseases are not affected.) The system needs a 10 minute recharge per 240 hours of operation.

Nanite Attack Field

This outer layer includes nanite factories and miniature gravity field and shield generators. Activating or deactivating the system is a free action. Once activated, any being within 5 ft. of the suit who is not wearing an IFF tag is considered a target by the nanite attack field. It will project an energy shield in the form of a thin tunnel towards the target through which it streams nanites. These nanites will immediately begin to break down the target at the molecular level, dealing 1 damage per round. As soon as the target moves further than 5 ft. from the suit, the energy field can no longer bridge the distance and the nanites on the target, due to their extremely high surface to volume ratio will be instantly destroyed by ambient temperature fluctuations and light. This system is illegal in most civilized areas. The system needs a 10 minute recharge per 24 hours of operation.

generic weapons	weapon type	damage		auto	damage		critical	range	range AF	ammo	reloading	size	credit cost	proficiency required	max ROF	weight
		single	burst		type	type										
pistol	projectile	1d8	-	-	piercing	20/x2	30 ft.	Incr	-	15	standard action	small	500	none	-	2 lbs
laser pistol	energy	2d4	-	-	fire	20/x2	50 ft.	Incr	-	10	standard action	small	1.000	none	-	2 lbs
sonic pistol	energy	1d8	-	-	sonic	20/x2	30 ft.	Incr	-	10	standard action	small	1.000	none	-	2 lbs
shotgun	projectile	2d6	-	-	piercing	20/x2	20 ft.	Incr	-	5	full round	med.	100	none	2	6 lbs
submachine gun	projectile	2d6	4d6	2d6	piercing	20/x2	20 ft.	Incr	20ft. Incr	30	standard action	med.	2.000	pers. Firearms	-	5 lbs
assault rifle	projectile	2d8	4d8	2d8	piercing	20/x2	100 ft.	Incr	30 ft. Incr	30	standard action	large	5.000	pers. Firearms	-	8 lbs
light machine gun	projectile	2d8	4d8	2d8	piercing	20/x2	100 ft.	Incr	80 ft. Incr	150	full round	large	10.000	pers. Firearms	-	22 lbs
sniper rifle	projectile	2d10	-	-	piercing	20/x3	200 ft.	Incr	-	5	standard action	large	9.000	pers. Firearms	1	14 lbs
sonic rifle	energy	2d8	-	-	sonic	20/x2	60 ft.	Incr	-	20	full round	large	12.000	pers. Firearms	-	10 lbs
laser rifle	energy	2d8	-	-	fire	20/x3	100 ft.	Incr	-	30	full round	large	12.000	pers. Firearms	-	10 lbs
plasma rifle	projectile	3d4	5d4	-	fire	20/x2	80 ft.	Incr	-	30	full round	large	8.000	pers. Firearms	-	8 lbs
autom. Shotgun	projectile	2d6	4d6	2d6	piercing	20/x2	20 ft.	Incr	10 ft. Incr	24	standard action	large	8.000	pers. Firearms	-	8 lbs
grenade launcher	varies	-	-	-	varies	-	100 ft.	Max	-	20	full round	large	6.000	heavy wpn prof.	2	18 lbs
rocket launcher	varies	-	-	-	varies	20/x2	varies	-	-	1	full round	huge	50.000	heavy wpn prof.	1	30 lbs
machine gun	projectile	-	-	4d6	piercing	-	-	-	200 ft. Incr	100	full round	huge	10.000	heavy wpn prof.	1	30 lbs
heavy laser	energy	4d6	-	4d6	fire	20/x2	200 ft.	Incr	200 ft. Incr	100	full round	huge	100.000	heavy wpn prof.	-	40 lbs
arc gun	energy	5d6	-	5d6	electric	20/x2	100 ft.	Max	-	100	full round	huge	40.000	heavy wpn prof.	-	50 lbs
railgun	projectile	5d6	-	-	piercing	20/x3	200 ft.	Incr	-	10	full round	huge	100.000	heavy wpn prof.	-	50 lbs
area denial rifle	energy	1d6	-	1d6	varies	-	50 ft.	Incr	50 ft. Incr	100	full round	large	15.000	pers. Firearms	1	12 lbs
EMP rifle	projectile	5d6	-	-	electric	20/x3	100 ft.	Incr	-	20	standard action	large	15.000	pers. Firearms	2	12 lbs

Weapons

There are the most common, basic weapons used in the setting. Any number of variants exist, with varying statistics. GMs can give weapons better or worse capabilities or use additional sources for large numbers of different firearms if they please. This list is not intended to completely replace the medieval weapons characters typically use, rather it is an addition.

A character who wishes to create an enchantable weapon from this list must craft it well and craft it without using machine tools. (Though scanners can be used.) The crafting DC is increased by 5 and crafting time is doubled. The resulting weapon counts as a masterwork weapon, gaining a +1 to attacks, and can be enchanted with the same enchantments as medieval weapons, provided the weapon meets the requirements, and the same rules apply.

Weapon Add-Ons

These can be added to a weapon. When they can be enchanted, they do not share enchantments with the weapon itself. Weapons are bought and crafted without add-ons. Adding or removing a weapon add-on is a full-round action that provokes attacks of opportunity. Small and medium weapons have room for one add-on, large and larger weapons have room for two.

crafting weapons	crafting check	crafting time
pistol	mechanical DC 20	16 hours
laser pistol	electronic DC 20	16 hours
sonic pistol	electronic DC 20	16 hours
shotgun	mechanical DC 18	16 hours
submachine gun	mechanical DC 22	24 hours
assault rifle	mechanical DC 24	24 hours
light machine gun	mechanical DC 24	32 hours
sniper rifle	mechanical DC 25	32 hours
sonic rifle	electronic DC 24	32 hours
laser rifle	electronic DC 24	32 hours
plasma rifle	electronic DC 26	32 hours
autom. Shotgun	mechanical DC 22	24 hours
grenade launcher	mechanical DC 22	24 hours
rocket launcher	mechanical DC 18	32 hours
machine gun	mechanical DC 23	32 hours
heavy laser	electronic DC 27	64 hours
arc gun	electronic DC 25	40 hours
railgun	electronic DC 28	56 hours
area denial rifle	electronic DC 25	32 hours
EMP rifle	mechanical DC 26	40 hours
Handcrafting doubles time and increases DC by 5.		
It results in a masterwork (+1 to attack), enchantable weapon.		

weapon add-ons	benefit	cost	weight	crafting check	time
bayonet	melee attack 1d6 piercing 20/x2. Can be enchanted seperately.	10	1 lb	structural DC 12	10 mins
gravitic stabilizer	projectile weapons gain +10 ft. to range increments	6.000	-1 lb	electronic DC 28	8 hours
holographic sight	+2 competence bonus on ranged attacks	2.000	0.5 lb	electronic DC 24	8 hours
laser pointer	+1 competence bonus on ranged attacks	100	negl.	electronic DC 20	4 hours
laser refocus array	laser weapons deal +1 die of damage, range increments halved	15.000	negl.	electronic DC 27	8 hours
light	sheds bright light up to 60 ft. away, reveals position	20	negl.	electronic DC 15	20 mins
nanite payload generator	attack nanites added to projectiles (+1 damage per attack)	10.000	negl.	electronic DC 27	8 hours
repulsor assist	reduces weapon weight by up to 20 lbs	9.000	-20 lbs	electronic DC 26	8 hours
scope	+4 competence bonus if using full round for one attack	1.000	negl.	structural DC 22	8 hours
shield penetrator	weapon ignores target shield hp, all damage goes to body	30.000	20 lbs	electronic DC 32	16 hours
silencer (projectile weapon)	Perception check DC 15 +1/10ft to hear projectile weapon	1.000	negl.	structural DC 25	4 hours

Unless explicitly mentioned, weapon add-ons can not be enchanted.

Grenades

Hand grenades require no proficiency to use. Throwing one is a standard action. When throwing a grenade at a specific point, the character must succeed on a ranged attack against an AC of 10 plus the distance in feet divided by 5. (Max range 100 ft.) The most common version is a frag grenade that deals 5d6 piercing damage in a 10ft radius (reflex DC 15 half). Stun grenades deal 4d6 subdual damage in a 10ft radius (fortitude DC 15 half), 'smoke' grenades fill a 10x10 area with hot smoke and radar-reflecting particles that blocks optical and thermal vision, as well as radar targeting (The smoke remains for 5 rounds). (This smoke is highly toxic to the environment.)

Grenades weigh 1 lb and cost 50 credits apiece. Craft: Mechanical DC 20, time: 1 hour.

Firearms

- If a weapon has a maximum rate of fire, this means it cannot fire more often than that per round, even if the wielder can. Spells such as *Haste* and the *Weapon of Speed* enchantment add 1 to the maximum rate of fire (not cumulative), in addition to their normal effects.
- In addition to the benefits to crossbow use, the Rapid Reload feat improves reload times for all weapons that fall under the personal firearms category, and ones that require no proficiency. When reloading is normally a move equivalent action, it becomes a free action. When it is normally a full-round action, it becomes a move equivalent action. The feat can be applied only once for this purpose.
- Feats that for a single weapon improve for example attack, damage, or critical threat range, can be taken, each time they apply to a single weapon from the generic weapons table.

Ammunition

Unless otherwise specified, bullets, slugs, and rounds cost one credit apiece. They are generally sold in quantities of at least 30. Charges for weapons do not cost anything. Crafting ammunition is done in batches of 50. Craft: Structural DC 18, time: 1 hour per 50.

Additional capacitors, batteries, or other storage devices for energy weapon ammunition cost ten credits per charge they are required to contain. Craft: Electronic DC (weapon DC-5), time: 4 hours.

Weapon Types in Different Environments

- Projectile weapons: In water their range increment halved. In space their range increments are doubled.
- Sonic-based weapons: In water their range increment is doubled. They do not function in space. They ignore hardness.
- Laser weapons: When operating in the visible spectrum, they can not fire through areas of supernatural darkness. In water their range increment is reduced to 10 ft. In space their range increments are doubled.
- Electric weapons: do not function in vacuum or

underwater.

- Grenade launchers and rocket launchers: do not function underwater

Firing Modes

- Burst fire: uses up 5 rounds (can not be used if the magazine has fewer than 5 rounds remaining). It adds 2 dice to weapon damage, and incurs a -4 penalty to the attack. Using Burst Fire is a standard action.
- Autofire: Using autofire is a standard action. The attacker makes a single attack roll and compares it to the AC of all targets in a 10x10ft. area. (Maximum of 10, the attacker must have line of sight to each of the targets.) Targets that are hit take autofire damage, plus the weapon's enhancement, plus bonuses from Weapon Specialization (+2) and Greater Weapon Specialization (+4) if applicable. Autofire uses up 10 rounds (can not be used if the magazine has fewer than 10 rounds remaining). The range increment when using autofire is listed separately. (Range is calculated to the center of the 10x10 ft. area.)

Assault Rifle

The bread and butter of most forces, these weapons are found everywhere. They can be loaded with extended magazines but the added weight affects the weapon's balance. (2x ammunition capacity, -2 on attacks)

Arc Gun

The arc gun creates a tunnel of plasma between it and the target, which it then uses as a conduit for an electrical discharge. This weapon has a maximum range of 100 ft., limiting its usefulness to close-quarters fighting. When using autofire mode everything in a 100 ft. line takes 5d6 electric damage (DC 15 reflex for half). This weapon consumes 20 charges when using autofire. If the wielder is using single-fire mode and attempts to target an enemy within 10 ft. the weapon is unable to project a tidy plasma conduit; the wielder must succeed on a DC 15 reflex save or suffer 2d6 electric damage themselves. (The attack itself is not negatively affected.)

Area Denial Rifle

Fires microwaves at a target or target area. It has three settings. The lowest setting causes intense pain, 1 non-lethal damage, and consumes 1 charge (or 10 for autofire). The medium setting also causes intense pain, but deals 1d6 non-lethal damage, and consumes 1 charge (or 10 for autofire). The lethal setting causes 1d6 lethal (fire) damage and consumes 2 charges (or 20 for autofire). The weapon can not score critical hits and can not benefit from sneak attack damage.

EMP Rifle

This weapon fires shaped EMP charges. It only deals full damage against robots, Living Machines, and

heavily augmented cyborgs. Against other targets it deals 2d6 piercing damage. The projectiles cost 50 credits apiece. (Crafting ammunition: Electronic DC 22, time: 2 hour per 50.)

Grenade Launcher

Grenade launcher grenades come in the same range as hand grenades, at the same cost. Firing a grenade at a specific point requires that the character succeed on a ranged attack against an AC of 10 plus the distance in feet divided by 10. (Max range 200 ft.) The safety system does not allow grenades to arm until they are at least 20 ft. away from the launcher.

Machinegun

Firing a machinegun from a standing position requires at least 16 strength and imparts a -2 penalty. A folding tripod is included with the item's cost and weight. It can be opened or folded as a move equivalent action. Removing the tripod from the weapon saves 5 lbs of weight. The weapon's entry describes a weapon with a case holding 100 rounds. Larger cases with more ammunition can be used instead. Each 100 extra rounds adds 10 lbs to the weapon's total weight.

Plasma Rifle

This rifle stores plasma cartridges in its magazine. Microseconds before a cartridge is fired it is charged by the weapon's capacitor, turning the gas inside into superheated plasma. Cartridges are designed to penetrate armor and release their plasma inside the target for maximum effectiveness. Plasma rifles ignore 2 points of hardness or damage reduction. Despite dealing fire damage, they are projectile weapons. When reloading, the weapon also needs its capacitor replaced, making reloading a full-round action.

Railgun

An alternative to anti-armor rockets. Against large targets it suffers a -2 to-hit penalty, against medium and smaller this is -4. It ignores 10 points of hull hardness or DR type/-. In addition to needing ammunition the capacitor needs to be replaced with a charged one every 20 shots. Doing this is also a full-round action but can be performed at the same time by a different character. Alternatively it can be powered by a larger capacitor which weighs 30lbs and can be worn as a backpack. This capacitor has enough charge for 100 shots. (purchase cost 8.000 credits, craft electronic DC 20, craft time 4 hours) Firing from a standing position requires at least 18 strength and imparts a -4 penalty on the attack.

Rocket Launcher

A rocket launcher can be reloaded by a different character than the one firing it, allowing a two-person team to fire once per round. Ammunition is usually made for a specific purpose. The most common variety is armor piercing. They have a range increment of 200ft, deal 10d6 damage against a single target, and

ignore 10 points of hardness or damage reduction. Against large targets it suffers a -4 to-hit penalty, against medium and smaller this is -8. Anti-personnel frag missiles do not require an attack roll. They have a maximum range of 300ft and deal 5d6 fire and 5d6 piercing damage in a 20ft radius. (reflex DC 15 half) Rockets weigh 30 lbs and cost 10.000 credits. (craft: electronic DC 28; 24 hours.)

Sniper Rifle

Firing from a standing position requires at least 16 strength and imparts a -2 penalty on the attack.

Tools

These are needed to craft and repair technological items. Some checks, like assembling a prefab cabinet can be performed without tools. Others, like building a fusion reactor, have no hope of succeeding without the most advanced tools. Ultimately it falls to the GM to decide if a character has the tools required to make the attempt. The items listed here fall into two categories: scanners which provide a scanner bonus, and work tools which provide an equipment bonus. If a character has multiple scanners and multiple sets of work tools available, only the bonus from the best scanner and the best work tools apply. If a character wishes to craft something by hand, they can still use scanners and gain a scanner bonus to the check, but they can only use basic tools. They will not gain the benefit from more advanced work tools. For engineering on the smallest scales they will be allowed to occasionally use an advanced tool, but not enough that they gain a bonus for the crafting check.

Miscellaneous Items

Automated Machinegun

This is a machinegun on a small turret mount that can be deployed or picked up as a full-round action. When being deployed, it is set to target a 10x10 ft. area. Targeting a new area is a standard action. When it detects movement in this area it will open fire and continue to fire until it detects no more movement. The standard system has no IFF (Identify Friend or Foe) recognition capabilities and will fire on anyone or anything. It consumes 40 rounds of standard machinegun ammunition per round, but does not need to make attack rolls to hit its target. Victims caught in the area suffer 4d6 piercing damage and can attempt a DC 15 reflex save to halve damage taken. Reloading is a full-round action.

standard version: 50 lbs. Ammunition: 200 rounds.
Maximum effective range: 200 ft.

purchase cost: 10.000 credits.

craft: electronic DC 25, crafting time: 64 hours

IFF recognition module: 5 lbs. Will not fire while IFF tags are in the line of fire.

purchase cost: 4.000 credits

craft: electronic DC 22, crafting time: 8 hours

Scanning devices			purchase	
(scanner bonus - only best bonus applies)	size	weight	cost	benefit
DIY-diagnostic computer	handheld	2 lbs	500 credits	Craft, Repair +1 (scanner bonus)
diagnostic array trolley	2x2x4ft (tall)	300 lbs	5.000 credits	Craft, Repair +2 (scanner bonus)
wrist-mounted scanner	attach to wrist	2 lbs	25.000 credits	Craft, Repair +3 (scanner bonus)
helmet-mounted visor system	helmet	4 lbs	125.000 credits	Craft, Repair +4 (scanner bonus)
neutrino scanner	10x5x5ft (long)	2 tonnes	625.000 credits	Craft, Repair +5 (scanner bonus)
When handcrafting an item, scanning devices can still be used.				
Worktools				
(equipment bonus - only best bonus applies)				
not having even a basic toolbox	-	-	-	Craft, Repair -2
toolbox with basic tools	2x1x1ft (long)	20 lbs	500 credits	Craft, Repair +0
toolbox with computerized tools	2x1x1ft (long)	20 lbs	1.000 credits	Craft, Repair +1 (equipment bonus)
workbench with nanomanipulators	10x5x5ft (long)	300 lbs	8.000 credits	Craft, Repair +2 (equipment bonus)
Space engineering toolset	backpack	20 lbs	75.000 credits	Craft, Repair +3 (equipment bonus)
microbot repair field (with microbots)	5x5x5ft generator	400 lbs	800.000 credits	Craft, Repair +4 (equipment bonus)
quantum needle kit	handheld	1 lb	1.200.000 credits	Craft, Repair +5 (equipment bonus)
sculpting gloves /w forcefield generator	worn on hands	10 lbs	200.000 credits	Craft +4 (Structural only, equipment bonus)
small parts multimaterial 3D printer	10x5x5ft (long)	1 tonne	2.000.000 credits	Craft, Repair time -50%
When handcrafting an item, only basic tools can be used.				
Listed crafting bonuses only apply to the following: Craft: Structural, Craft: Mechanical, Craft: Electronic				
A small parts 3D printer's benefit only applies to the crafting of personal equipment, not vehicles, ships, or buildings.				

IFF tag: 1 lb. Must be kept on person to be effective.
purchase cost: 100 credits.
craft: electronic DC 18, crafting time: 2 hours

IR targeting module: 10 lbs. Reflex save for living creatures increases by 2.
purchase cost: 10.000 credits
craft: electronic DC 25, crafting time: 24 hours

Jetpack

This is worn as a backpack. A character wearing a jetpack can not also wear a cloak or cape. There are three broad versions of the system; one relies on fossil fuel to power a pair of jet engines, another has electric turbines powered by a capacitor, while a third relies entirely on repulsor effects, and a fourth has birdlike wings. These variants have their benefits and drawbacks.

Fossil Fuel/Jet Engine

fly 150 ft. (average maneuverability) 30 mins. flight time, 1 gallon per refuel. (20 credits). Can not function without oxygen. An oxygen tank can be installed but this halves fuel capacity and flight time. Can not function without atmosphere.
purchase cost: 5.000 credits
craft: mechanical DC 20, crafting time: 16 hours

Capacitor/Electric Turbine

fly 120 ft. (good maneuverability) 45 mins. flight time, 10 minute recharge between flights. Does not require oxygen. Can not function without atmosphere.
purchase cost: 7.000 credits
craft: mechanical DC 22, crafting time: 16 hours

Capacitor/Repulsorlift

fly 90 ft. (perfect maneuverability) 1 hour flight time,

10 minute recharge between flights. Requires neither oxygen nor atmosphere.
purchase cost: 20.000 credits
craft: electronic DC 25, crafting time: 16 hours

Capacitor/Flapping Wings

These are not technically jetpacks but are very popular in the civilian market and are sold in the same locations as actual jetpacks. Wingspan for a medium-sized character is 20 ft. (the wings can fold). Fly 40 ft. (poor maneuverability) 1 hour flight time, 10 minute recharge between flights. Requires atmosphere.
purchase cost: 5.000 credits
craft: mechanical DC 22, crafting time: 22 hours

Laser Comm Splitter

This 2 lb device appears to be a random collection of electronics and prisms. It can be placed on the receiving end of a laser communication system. It records and stores all communications received by the array. It can transmit this information to the owner of the device, but this will reveal the presence of the device. In the case of cyborg slaves that receive their orders through laser communication, it can be used to hack their control chips. (See 'Freeing Cyborg Slaves' for details.)
It is possible to bribe station personnel to plant this device on a docked starship for espionage purposes. Doing so requires a DC 25 Diplomacy check and 500.000 credits for a civilian ship, and a DC 28 Diplomacy check and 1.500.000 credits for a military ship. Cyborg slaves can not be bribed.
purchase cost: 800.000 credits
craft: electronic DC 35, crafting time: 32 hours

Personal Computer

These come in an immense range of sizes, shapes, and capabilities, far too many to list here. Whether they use regular monitors or projected displays, projected controls, motion sensing controls, etc, they are required for hacking attempts, repairing and crafting of complex machinery, and long-range communication. For purposes of gameplay there is no difference between computers with different capabilities. They may be able to run better games or store more data but it is going to be assumed that the essential programs characters use can run on any computer system in the setting, unless explicitly mentioned in the system's description. A GM may still for example impose a penalty on a craft check if a character needs to design a suit of armor on their phone because of the small screen. A player might then get a phone with projected controls and display to make the phone better suited to designing a suit of armor. The exact cost and difficulty of crafting a

purchase cost: 1.000 credits

craft: electronic DC 20, crafting time: 8 hours

Fusion Generator

This device is also big and cumbersome, but it provides power everywhere, all the time. It can even be used to power a small wheeled vehicle. (Not hovercraft or tanks/ships.) It is however, not cheap or easy to build. Much of the high cost is due to the difficulty of miniaturization. Larger, cheaper reactors are available and may even provide more power. (GM discretion)

weight: 100 lbs

charge: 20 items at once

purchase cost: 500.000 credits

craft: electronic DC 35, crafting time: 120 hours

Psionic Reconstructor

A six inch-wide octagon made of an exotic alloy, with an opening on each side where a psionic receptacle can fit. It can use the power in such a receptacle and bend reality to perform certain functions.

Filling all eight slots allows the reconstructor to draw on the living machines' regenerative powers to repair one technological item, regardless of status. The psionic receptacles are burnt out in the process. (Psionic receptacles are recovered from slain living machines.) Using a psionic reconstructor is a full-round action.

Building a psionic reconstructor requires both a *Craft: Structural* and *Craft: Electronic* check with a DC of 25, and 24 hours of work, as well as 500.000 credits worth of components and rare materials. The purchase price is 1.000.000 credits. They are sometimes sold on planets where living machines exist but despite their usefulness they

are rare as few are willing to hunt Living Machines.

Psionic Receptacles

Psionic receptacles are four-inch ovals, blue and transparent, with a miniature lightning orb inside. They can be used one at a time or eight at once, and are consumed in the process. A psionic reconstructor is required to make use of these abilities. Doing so is a full round action. More powerful receptacles are not *per se* larger.

Psionic Receptacle Type I

When 1 is used:

- Can regenerate 100 bullets, 10 grenades, or 5 rockets
- Can repair 10 damage to a still-functioning item
- Can supercharge an energy weapon for an hour (+1 die of damage)

When 8 are used together:

- Can be used to instantly and fully repair any one



hunting for psionic receptacles

computer will vary with the amount of fancy features the crafter wants to include.

purchase cost: 600-3.000 credits (varies)

craft: electronic DC 22-28 (varies), crafting time 24-48 hours (varies)

Portable Generator

If characters are on a mission and can not take a vehicle or ship with its own generator with them and no sockets are available where they are going, they may want to bring a generator along to recharge energy weapons and suits.

Solar Panel Generator

This device is big, cumbersome, and must be deployed before it can be used. Deploying takes 1 minute, after which it can begin charging items. It requires light to function. But, it is cheap.

weight: 100 lbs

charge: 2 items at once

piece of personal equipment, a ship/vehicle system, or a destroyed ship/vehicle hull. This requires that 75% of the original mass be present. The maximum hull size that can be repaired is 30d20, the restored hull will start off at 80hp.

cost: 10.000 credits

Psionic Receptacle Type II

When 1 is used:

- Can regenerate 200 bullets, 20 grenades, 10 rockets, or 5 ship-mounted missiles
- Can repair 20 damage to a still-functioning item
- Can regenerate a missing component to a machine, such as a wheel (including tire), a door, or a windshield
- Can supercharge an energy weapon for a day (+1 die of damage)

When 8 are used together:

- Can be used to instantly and fully repair any one piece of personal equipment, a ship/vehicle system, or a destroyed ship/vehicle hull. This requires that 60% of the original mass be present. The maximum hull size that can be repaired is 120d20, the restored hull will start off at 160hp.

cost: 50.000 credits

Psionic Receptacle Type III

When 1 is used:

- Can regenerate a major missing component to a machine, such as a car engine, a small turbine, or the tail of small aircraft
- Can be installed into a cyborg to grant it 5 points of regeneration and DR 10/(magic or psionic), as well as the ability to endlessly regenerate bullets - after 2d10 days the cyborg will mutate into a living machine.

When 8 are used together:

- Can be used to instantly and fully repair any one piece of personal equipment, a ship/vehicle system, or a destroyed ship/vehicle hull. This requires that 50% of the original mass be present. The maximum hull size that can be repaired is 120d20, the restored hull will start off at 240hp.

cost: 250.000 credits

Magic

Magic and Technology

Magic and technology can interact in several ways. The most straightforward is the use of spells on a character to improve their use of technology. For example *true strike* cast before firing a volley of railgun slugs improves the odds of hitting at extreme range. The second method is casting spells on pieces of technology itself. Weapons can be temporarily enchanted, a robot can be the recipient of a *Haste* spell, and *Regenerate Machine* works wonders if your car lost an argument with a lamp post. The third is enchanting technology permanently.

New Spells:

Arcane School of Technology Spells

Because of the limited number of spells wizards can not specialize in this school.

lvl 0,1,2,3,4,6:

- Magical Maintenance: Repairs damage.

lvl 0: •Minor software restoration: removes viruses and restores software

- Punch by IP: Punches people over the internet.

lvl 1: •Charm the machine: Caster adds 20 to their next *Computer Use* check.

- Fuel vampirism: Steal fuel from machine.

- Identify machine: Discern purpose and method of operation of machine.

lvl 2: •Invisibility to machines: As *Invisibility*, specific to machines.

- Punch by IP, mass: Punches multiple people over the internet.

lvl 3: •Full Bars: Communicate with anyone, anywhere on this plane.

- McMurthy's magnificent lubrication: Ignore fuel/reaction mass requirements.

lvl 4: •Software recovery: Restore software or data from drive or network.

- Standby: Temporarily deactivate machines or cyborg slaves.

lvl 5: •Ghost in the machine: Assume control of machine for 1 rnd/lvl.

lvl 7: •Regenerate machine: Reattach broken pieces of a machine and restore 4d8+1/lvl (max 35) hp.

lvl 8: •Reconstruct Machine: Returns wrecked craft to a functioning state.

lvl 9: •FTL travel: Travel 10 lightyears/lvl at apparent FTL speed.

Bard List Spells

lvl 0: •Minor software restoration: removes viruses and restores software.

- Punch by IP: Punches people over the internet.

lvl 1: •Charm the machine: Caster adds 20 to their next *Computer Use* check.

- Crash landing: Ship survives uncontrolled re-entry and crash landing.

- Identify machine: Discern purpose and method of operation of machine.

- lvl 2: •Invisibility to machines: As *Invisibility*, specific to machines.
- Punch by IP, mass: Punches multiple people over the internet.
- lvl 3: •Full Bars: Communicate with anyone, anywhere on this plane.
- lvl 4: •Standby: Temporarily deactivate machine or cyborg.
- lvl 6: •FTL travel: Travel 10 lightyears/lvl at apparent FTL speed.

Cleric Technology Domain

Granted Powers:

- Spontaneous Maintenance (Sp): You can convert any domain spell slot into a magical maintenance spell.
- Memory Leak (Su): Starting at 6th level, you can remotely interfere with the functioning of a target robot, cyborg, or Living Machine. You roll a Computer Use check, the target rolls a Will save. If the Computer Use result is higher, the target is slowed for a number of rounds equal to the character's caster level divided by two. (minimum: 1) This ability can be used a number of times equal to your spellcasting ability modifier and has a maximum range of 100 ft. plus 10 ft. per caster level.
- lvl 1: •Identify machine: Discern purpose and method of operation of machine.
- lvl 2: •Invisibility to machines: As invisibility, specific to machines.
- lvl 3: •McMurthy's magnificent lubrication: Ignore fuel/reaction mass requirements.
- lvl 4: •Standby: Temporarily deactivate machines or cyborg slaves.
- lvl 5: •Ghost in the machine: Assume control of machine for 1 rnd/lvl.
- lvl 7: •Regenerate machine: Reattach broken pieces of a machine and restore 4d8+1/lvl (max 35) hp.
- lvl 8: •Reconstruct Machine: Returns wrecked craft to a functioning state.
- lvl 9: •FTL travel: Travel 10 lightyears/lvl at apparent FTL speed.

Spell List

Charm the Machine

Technology

Level: Brd 1, Sor/Wiz 1

Components: V, F

Casting Time: 1 standard action

Range: Personal

Target: Caster

Duration: See text

The caster adds 20 to their next Computer Use check, which must be made the next round.

Focus: A hand held computer with at least ten romance novels on it.

Crash Landing

Technology

Level: Brd 1

Components: V

Casting Time: 1 standard action

Range: long (1.000ft)

Target: One ship

Duration: See text

The caster casts the spell and selects a ship no more than 1.000 feet away (the ship may be larger than 1000ft, only part of the ship needs to be within the spell's range). If the ship is making an uncontrolled re-entry and/or crash landing, it is not destroyed by either the heat or impact (but disabled). The crew will survive, as will the ship's life support system. If the spell is cast outside such a situation, it has no effect.

Faster Than Light Travel

Technology

Level: Brd 6, Sor/Wiz 9, Technology 9

Components: V, S, M

Casting Time: 1 full round

Range: Touch

Target: Spacecraft touched

Duration: Instantaneous

Temporarily allows a spacecraft to travel faster than light. The ship must be structurally capable of withstanding the forces (GM discretion), and the distance travelled can be no more than 10 light years per caster level. The spell does not allow the caster to send the ship backwards or forwards through time. (The exact method of FTL travel is left to GM discretion.)

Material component: A copy of Einstein's Theory of Special Relativity, which is burned in the process.

Fuel Vampirism

Technology

Level: Brd 1, Sor/Wiz 1

Components: V, S, F

Casting Time: 1 standard action

Range: Touch

Target: Machine touched

Duration: 1 day per caster level

Saving Throw: Reflex negates

Spell Resistance: Yes

The caster places their hand on a machine and casts the spell. If the machine is AI driven or crewed, it receives a reflex save to avoid the spell. If the machine is crewed, the pilot or driver makes the reflex save. For purposes of this spell, if the machine is AI-controlled, it has a reflex save modifier equal to half its hit dice. Otherwise, the machine is drained of its fuel, and the fuel is transferred to the temporary storage device, which is also the spell's focus. The caster must then touch a machine compatible with the fuel to transfer the stolen fuel to that machine, before the spell ends. Excess fuel is turned to sand and must be discarded from the focus within one minute of refueling. The amount of fuel that can be stolen depends on caster level. It can fill the tank of 1 HD worth of machine per caster level. (So a level 4 caster who steals 4 HD worth of fuel and fills an 8

HD tank with it manages to fill the tank halfway.)
Focus: a detailed model of a tanker truck, worth at least 1.000 credits, and weighs 10 lbs

Full Bars

Technology

Level: Brd 3, Sor/Wiz 3

Components: V, S, F, M

Casting Time: 1 standard action

Range: Touch

Target: Communication device touched

Duration: 1 day, useable time 1 min./lvl

Saving Throw: None

Spell Resistance: No

The caster touches their phone, computer, comm station, wrist communicator, or other communication device and casts the spell. For the rest of that day they can make calls to anyone whose phone number, instant messenger handle, or email address they know, regardless of communication networks present on either location. The spell allows for 1 minute of talking time per caster level, which does not need to be used all at once. The spell is no guarantee that the person on the other side will answer. The spell does not work across planar boundaries and has a maximum range of 100 light years.

Focus: a communication device.

Material component: 100 credits per minute. Credits will simply vanish from the caster's bank account or wallet. If the caster has insufficient credits they can attempt to make a collect call. The recipient is informed of the cost of the call before they choose to accept or not.

Ghost in the Machine

Technology

Level: Sor/Wiz 5, Technology 5

Components: V, S

Casting Time: 1 standard action

Range: 50 ft. + 5 ft./level

Target: One uncrewed machine with no more than 1 HD per caster level

Duration: 1 round per caster level

Saving Throw: Will negates (autonomous machines only)

Spell Resistance: Yes

This spell allows the caster to temporarily override a machine's original programming. The machine will see the caster as its master and unless given orders otherwise, will assess the situation and attack anything seen to be attacking the caster. It can be given specific orders, but will not self-destruct, nor will the machine accept a shutdown order, or accept an order to deliberately move into an environmental hazard. It can however be ordered to attack an enemy that is sure to defeat it. For the purposes of this spell, a machine has a will save modifier equal to half its hit dice. Only machines currently controlled by an AI receive a will save. Crewed machines are immune from this spell (so long as the autopilot is not engaged). Untended machines with no computer control system

(such as an automobile or golf cart) automatically fail their saving throw and become remote-controlled by the caster.

Identify Machine

Technology

Level: Brd 1, Sor/Wiz 1, Technology 1

Components: V, S, M

Casting Time: 1 hour

Range: Touch

Target: One touched machine (also cyborg implants, loose systems, firearms, etcetera)

Duration: Instantaneous

Saving Throw: None

Spell Resistance: No

The caster learns what a machine is for, the basics of operating it, and what maintenance is required, as well as fuels, energy, or other expendables. (The spell does not provide any proficiency feats or related skills required for either operation or maintenance.) This spell can be cast on either a complete machine or a loose subsystem.

Material Component:

Computer components or rare earth minerals worth 2.000 credits, which need to be ground up and mixed with motor oil or coolant fluid. When the spell is cast, the functioning of the device is demonstrated in a vision which appears in the liquid. When the spell ends, the components or minerals disappear from the liquid, and the liquid can be re-used.

Invisibility to Machines

Technology

Level: Brd 2, Sor/Wiz 2, Technology 2

Components: V, S, M

Casting Time: 1 standard action

Range: Personal or touch

Target: You or a creature or object weighing no more than 100 lb./level

Duration: 1 min./level (D)

Saving Throw: Will negates (harmless) or Will negates (harmless, object)

Spell Resistance: Yes (harmless) or Yes (harmless, object)

This spell functions as *Invisibility*, except it affects technology-based systems, including thermal imaging, motion sensors, night-vision goggles, radar, etcetera. The character can still be detected in person provided no technology is used to do so. Entirely automated systems can not detect a creature under this spell's effect.

Material component: A small camera lens that needs to be crushed when the spell is cast.

Magical Maintenance

Transmutation, Technology

Level: Sor/Wiz 1, Technology 1

Components: V, S

Casting Time: 1 standard action

Range: Touch

Target: Machine touched

Duration: Instantaneous

Saving Throw: Will negates (harmless)

Spell Resistance: Yes (harmless)

When laying your hand upon a more or less intact machine (not a wreck), you transmute its structure to repair the damage it has taken. The spell repairs 1d6 points of per caster level (maximum 4d6). This spell can be used to restore machines and systems to mint condition.

variants:

lvl 0: repairs 1 hp

lvl 2: repairs 1d6 hp per caster level (maximum 8d6), cleans interior (if applicable)

lvl 3: repairs 1d6 hp per caster level (maximum 12d6), cleans interior (if applicable), restores core programs

lvl 4: repairs 1d6 hp per caster level (maximum 16d6), cleans interior (if applicable), restores core programs, replenishes and renews fluids such as brake fluid, engine oil, and hydraulic oil

lvl 6: Repairs 10 hp per caster level (150 max), cleans interior (if applicable), restores all programs and removes viruses and malware, replenishes and renews fluids such as brake fluid, engine oil, and hydraulic oil

McMurthy's Perfect Lubrication

Technology

Level: Sor/Wiz 3, Technology 3

Components: V, M

Casting Time: 1 standard action

Range: Touch

Target: See text

Duration: One hour per caster level

The spell affects one mobile machine that consumes fuel or reaction mass to operate. The type of machine allowed depends on caster level: ground vehicles: lvl 1+, hovercraft, mecha: lvl 3+, aircraft and ultralight spacecraft: lvl 5+, light spacecraft: lvl 10+, medium and larger ships: lvl 15+

Without any internal friction, and with magic that smooths every motion, the machine operates without consuming fuel or reaction mass for a period of time. As an added bonus, the machine produces no waste products, any smoke or exhaust is a magical illusion. Material component: An empty jerrycan or similar container.

Minor Software Restoration

Technology

Level: Brd 0, Sor/Wiz 0

Components: V, S

Casting Time: 1 standard action

Range: Touch

Target: One computer

Duration: Instantaneous

Saving Throw: Will negates (harmless, object)

Spell Resistance: Yes (harmless, object)

Removes viruses and restores operating software to factory default. Does not restore special programs or lost data.

Punch by IP

Technology

Level: Brd 0, Clr 0, Sor/Wiz 0

Components: V, S

Casting Time: 1 free action

Range: Any communication network

Target: One person who is active on the communication network

Duration: Special, see description

Saving Throw: None

Spell Resistance: None

When a caster becomes annoyed with a person on a communications network, they can choose to dispense instant justice. The caster shouts an attack (such as "Falcon Punch!") with the proper accent or mispronunciation (sound effects may appear), and punches their fist into the computer screen (or holoscreen, cellphone, etc). The screen is undamaged; the target receives the punch instead, suffering 1d4 subdual damage. If the target is not logged on, they will receive the punch the instant they next access the network.

Punch by IP, mass

Technology

Level: Brd 2, Clr 2, Sor/Wiz 2

Components: V, S

Casting Time: 1 standard action

Range: any communication network

Target: special, see description

Saving Throw: None

Spell Resistance: None

When a caster becomes annoyed with an entire community on a communications network, they can choose to dispense instant justice. The caster shouts an attack with the proper accent or mispronunciation (sound effects may appear), and punches their fist into the computer screen (or holoscreen, cellphone, etc). The screen is undamaged; a maximum of three persons per caster level receive the punches instead, suffering 1d4 subdual damage. If the target is not logged on, they will receive the punch the instant they next access the network.

Reconstruct Machine

Technology

Level: Sor/Wiz 8, Technology 8

Components: V, S, M

Casting Time: 1 minute

Range: Touch

Target: Wreck touched

Duration: Instantaneous

Saving Throw: Fortitude negates (harmless)

Spell Resistance: Yes (harmless)

The caster touches a wrecked vehicle, mecha, plane, or ship and the pieces pull themselves together into a functioning machine. The spell does not restore optional systems, weapons, data, or optional software. Only the subsystems required for its functioning are restored. For example: A starship will have its reactor,

engines, life support, repulsors, and all other key systems restored, if their pieces are still present. But laser cannons, shield generators, or jammers are not restored. The machine must not have been wrecked for more than 1 year per caster level. A newly reconstructed craft has 10% of its total hit points and no fuel, ammunition, or power reserves.

Material component: The wrecked hull and high quality artificial diamonds worth 20% of the intact craft's market value.

Regenerate Machine

Technology

Level: Sor/Wiz 7, Technology 7

Components: V, S, M

Casting Time: 3 full rounds

Range: Touch

Target: Machine touched

Duration: Instantaneous

Saving Throw: Fortitude negates (harmless)

Spell Resistance: Yes (harmless)

The machine's severed parts (grapplers, wheels, wings, engines, propellers, doors), broken bulkheads, and disabled subsystems grow back. After the spell is cast, the physical regeneration is complete in 2d10 rounds. It requires all parts of the machine to be present, broken or otherwise. Similar parts from other machines can be substituted.

(disabled or functional machines only, not wrecks) Regenerate also restores 4d8 points of damage +1 point per caster level (maximum +35), recharges energy for one day of operation, and removes viruses and malware.

Material component: Broken parts (original, identical, or similar)

Software Recovery

Technology

Level: Brd 4, Sor/Wiz 4, Technology 4

Components: V, S

Casting Time: 1 standard action

Range: Touch, or any communication network

Target: Special, see description

Saving Throw: None

Spell Resistance: None

This spell can perform three functions: The first is restoring all software on a machine, removing viruses, malware, and spyware, and restoring and reinstalling all software, including specially purchased ones. The second is restoring all lost data on one broken storage device (and restores the storage device as well) - The third is recovering one program, blueprint, or dataset (deleted or otherwise) from a network (requires an active connection to the network) If the item is protected by security measures, the caster (or someone assisting them) must roll the appropriate Computer Use check. Data recovered may still be encrypted.

Standby

Technology

Level: Brd 4, Sor/Wiz 4, Technology 4

Components: V, S, M

Casting Time: 1 standard action

Range: Short (100 ft. + 10 ft./level)

Target: AI-controlled machines, Living Machines, or heavily augmented cyborg slaves, with a total number of Hit Dice not exceeding twice the caster's level. No two targets may be more than 30 ft. apart.

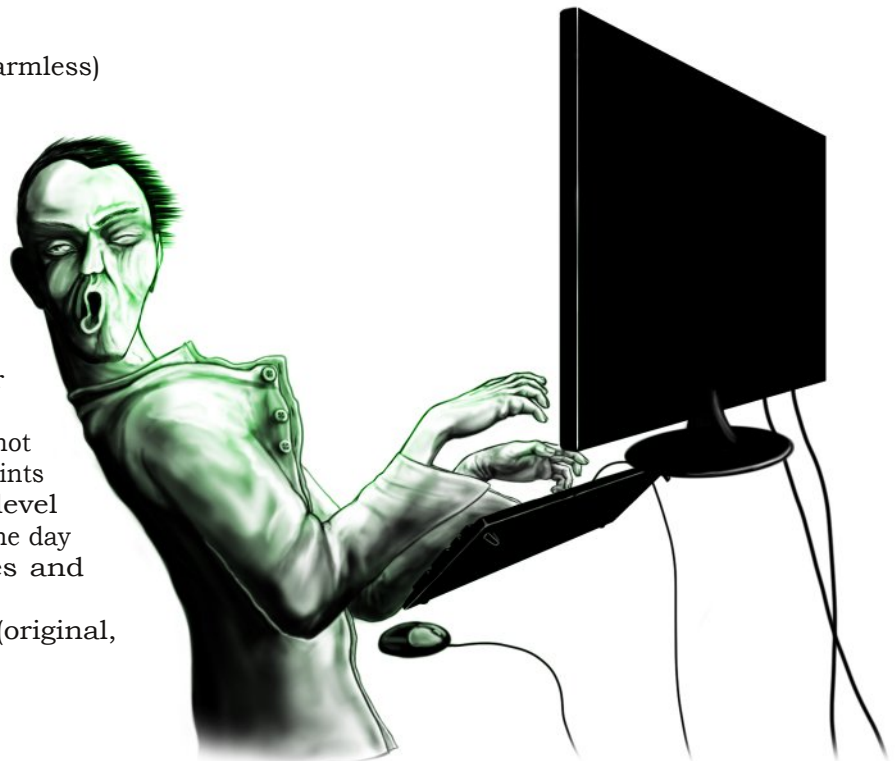
Duration: 1 round/level

Saving Throw: Will negates

Spell Resistance: Yes

Material Component: A universal TV remote

This spell temporarily deactivates machines. It affects AI-controlled machines, Living Machines, and heavily augmented cyborg slaves. Targets cease all activity.



If units are part of a network, the network is aware that the units are unresponsive. Attacking a unit causes it to reactivate on the next round. Until then it is a helpless defender. If a unit is flying while affected by this spell, it will land, then deactivate. If it can not land in one round, it will crash, taking falling damage, then deactivate. Passive systems, such as shield generators, will continue to function. If a target unit is one that can normally be hacked, it can not be hacked while deactivated.

Summon Ferret Inside Enemy Spacesuit

Conjuration

Level: Brd 1, Sor/Wiz 2

Components: V, S

Casting Time: 1 standard action

Range: Short (100 ft. +10 ft./level)

Target: One creature wearing a sealed suit

Saving Throw: None

Spell Resistance: None

This spell summons a ferret inside a single enemy's spacesuit. (Or other sealed suit.) It will remain for 1 round per caster level, or until the target manages to take their helmet off. While the ferret is inside the suit it will bite and scratch dealing 1 damage per round. Every round the target attempts to do something other than flailing and screaming they must succeed on a DC 20 concentration check or fail.

Transmute Metal to Wood (slightly modified, source: Pathfinder SRD)

Technology, Transmutation

Level: Drd 7

Components: V, S

Casting Time: 1 standard action



*Hans the half-vampire
uses Punch by IP to
deal with a troll*

Range: Long (400 ft. + 40 ft./level)

Area: All metal objects within a 40-ft.-radius burst

Duration: Instantaneous

Saving Throw: Fortitude half (objects get no save)

Spell Resistance: Yes (object; see text)

This spell enables you to change all metal objects within its area to wood. Weapons, armor, and other metal objects carried by creatures are affected as well. A magic object made of metal effectively has spell resistance equal to 20 + its caster level against this spell. Artifacts cannot be transmuted. Weapons converted from metal to wood take a -2 penalty on attack and damage rolls. The armor bonus of any armor converted from metal to wood is reduced by 2. Weapons changed by this spell splinter and break on any natural attack roll of 1 or 2, and armor changed by this spell loses an additional point of armor bonus

every time it is struck with a natural attack roll of 19 or 20.

Firearms and power armor cannot function when transmuted to wood. Attempting to use them results in the instant destruction of the item.

Ships, vehicles, Living Machines, and robots suffer 10 points of damage per caster level (max 150) (fortitude half), (If no saving throw is listed, it is 1d20 + half their number of HD.) Machines made of polymeric alloys or neutronium suffer half damage, machines made of cerametal take full damage. Cyborgs suffer half damage. When this spell reduces a machine's hit points to -10 its metal parts are completely turned to wood. Only limited wish, miracle, wish, or similar magic can restore a transmuted object to its metallic state.

Magic Items

Enchanting Technology

You may ask yourself, how can a laser cannon possibly be enchanted? The answer is quite simple, really. A laser cannon operates under the same laws of physics, the same ruleset as a crossbow or even a pointy stick. Sure, it may be much more complicated and rely on different processes, but at the core, it's just matter and energy, doing their thing. It has no more or less potential for being enchanted than a rock, a stick, or a crossbow. The tricky part of course is getting one to the point where it can actually be enchanted. A craftsman can spend days or weeks carefully and lovingly crafting a sword or bow to perfection, and in that process, as the craftsman pours their heart and soul into the item in question, it gains a faint connection. Nothing magical in and of itself, but the item becomes more than merely

a thing, at least in principle. It is this connection that is required for enchantment, and it is for this reason that enchanting a mass-produced piece of technology is impossible; there is simply no love and care involved, no connection. This is why it's necessary to craft items of technology by hand, if you wish to later have them enchanted. Scanners are fair game, and you can use some standard components here and there, but once you start relying on automated mills and printers while you get yourself a cup of coffee - that's when the connection is lost.

You might say that technology serves magic. After all, if a laser cannon or a ship hull can be enchanted the same way a stick or a rock can be, then what is the fundamental difference? To that I say, there is none. Nor does one serve the other. The magic enhances the function of the physical item - an enchanted rock is a

better rock, not a better enchantment, and likewise an enchanted ship hull is a better hull. You could just as easily say that magic serves technology, or the mundane in general.

-Stephano Tihomir, Soroceni Craftmaster, guest lecturer to first-year students of the Royal Mage Guild of Erianth.

The enchantment process requires that an item have a large amount of personal investment by the person crafting it. Mass-produced or hastily made items were never much on the creator's mind and thus are inert objects to the forces of magic. For an item to be enchantable it must have been handcrafted, with love and care. Handheld tools are allowed, as are scanners, but nothing may be built by machines; no CnC mills, welding robots, or 3d printers may be used.

A machine component that is intended to be enchanted must be capable of operating entirely independently or controlled by a character as machines cannot directly use magical devices. When magic items have a cost listed, that is the purchase price if a character were to have the item commissioned. Should they attempt to craft the item themselves they must pay half the credit cost in materials, half the gold cost, and 1/25th the gold cost in XP (depending on overall game system used). The crafting and enchanting need not be done by the same character. Unless a nonmagical item's description specifically mentions being handcrafted, it can not be enchanted. Handcrafted crafting tools can be enchanted at the standard cost (bonus squared x 100 gold pieces) for skill bonuses to provide a competence bonus to specific crafting checks.

Ammunition and weapons can be temporarily enchanted regardless of whether they were hand-made or not. However, should ship weapons be enchanted, all weapons in a linked group must be enchanted or the enchantment will have no effect.

New Enchantments

Powdered Armor (enchantment, armor)

When the wearer of a suit of powdered armor is struck with a melee weapon, the suit sends out a cloud of powder that fills the attacker's square for 5 rounds. (only a 5 ft. square; large or larger enemies are not affected) The powder blocks vision, granting total concealment from anyone attempting to attack into, out of, or through the cloud. The cloud does not block radar, infrared, blindsight, the ability to sense life force, or any other form of vision. The suit can emit ten such clouds per day, the ability can be activated or deactivated as a free action.

Moderate conjuration; CL 9th; Craft Magic Arms and Armor; Price +2 bonus.

Bullet Block (enchantment, weapon)

The wielder can make one attack of opportunity per round against an enemy projectile attack against them. If the roll is equal to or higher than the enemy attack, they succeed in blocking it. this uses up as many bullets as the enemy used. If the weapon has

fewer loaded, the attempt fails. Blocking only works if the weapon is of equal or higher enchantment than the enemy's. This enchantment can only be placed on projectile weapons. If the weapon has a maximum rate of fire, a blocking attempt does not use up an attack. It does however use up one of the wielder's attacks of opportunity for that round.

Moderate abjuration; CL 6th; Craft Magic Arms and Armor; Price +1 bonus.

Modulatable (enchantment, weapon)

The base weapon must be one that deals primarily elemental damage: Acid, Cold, Electricity, Fire, or Sonic. This damage type becomes the default setting. Upon speaking a command word, the wielder can change the damage type to a different element, which other type(s) of energy are available are determined at item creation. The lesser version of this enchantment allows one additional energy type. The greater version allows three additional energy types.

Moderate transmutation; CL 6th (lesser), 8th (greater); Craft Magic Arms and Armor; Price +1 bonus (lesser), +2 bonus (greater).

Specific Magic Weapons

When weapons that have an autofire setting are enchanted, in addition to the normal bonuses an enchantment provides, the DC for the save against autofire damage is increased by the enchantment bonus.

Cold Burn

This +1 laser rifle deals cold damage instead of fire. It grants a +1 to attack rolls and deals 3d8+1 cold damage. Otherwise its performance is identical to that of a standard laser rifle. It cannot be further enchanted with elemental damage. (For purposes of calculating further enchantment, this weapon starts at a +2 equivalent.)

cost: handcrafted (masterw.) laser rifle +8.000 gold requirements: craft magic arms & armor, caster level 6

Orb of Gravitic Annihilation Gun

This +4 weapon fires black orbs of intense gravity that rip through a target. In one fire mode it deals 5d6 damage in a 100ft line. This fire mode requires no attack roll. Enemies caught in the area of effect can roll a reflex save with a DC of 20 to halve the damage taken. In the other fire mode the weapon grants a +4 on attack rolls, deals 8d6+4 damage to a single target, which can be no further away than 100 ft, and cannot land critical hits. In either firing mode the weapon ignores 15 hardness or damage reduction, and ignores shields.

Maximum rate of fire is 3. The weapon holds ten rounds and reloading is a full-round action. Heavy weapons proficiency is required to operate this weapon effectively. Shells cost 10.000 credits apiece

cost: handcrafted (masterw.) railgun +98.000 gold requirements: craft magic arms & armor, caster level 18

Plasma Blade

This +1 melee implement (of any type) is a handcrafted piece of technology that deals fire damage via nonmagical means. A plasma conduit running the length of the blade supplies superheated plasma to several dozen tiny holes on either side of the blade. The wielder has to declare at the start of their turn whether or not they are using the blade's plasma torch system - activating it for one round is a free action. Whether or not they score any hits, that turn uses up one round worth of plasma. The blade holds enough plasma for ten strikes, after which it needs to be recharged. Recharging takes one minute at a power socket. On a successful hit when the plasma torch system is activated the blade deals an extra 1d6 fire damage.

cost: handcrafted (masterwork) melee weapon +2.000 gold

requirements: craft magic arms & armor, caster level 6

Intelligent Projectile Weapon

A heavy machinegun with a mind of its own. Upon creation the creator has to align the weapon. They must choose an alignment that can be no more than one step removed from their own, but it can not be true neutral. Thereafter the alignment is fixed. The weapon's Intelligence, Wisdom, and Charisma scores are rolled once, 3d6 for each. (They do not affect the functioning of the weapon.)

If the wielder or any of their allies perform an action that diametrically opposes the gun's alignment (GM discretion) in the weapon's presence, the weapon will jam and cease functioning for 24 hours. The weapon will accept suicidal orders if its personality allows it. It will never turn on its wielder or their allies. The weapon holds 200 standard rounds and reloading is a full-round action. The weapon can be placed on its unfoldable tripod from where it can be either fired from a prone position, granting a further +2 on attack rolls (but no further increase to damage), or left to attack independently.

•Wielded Normally

The weapon functions as a +3 machinegun when wielded normally.

•Independent Deployment

The gun will attack enemies to the best of its abilities, and will take orders from its wielder. On its own the gun can make the same attack types, but it cannot reload on its own. When operating independently the weapon requires no proficiency.

medium construct, 20hp, AC 15 (10 touch, 15 flat-footed), hardness 15, init: +4, atk +8 ranged, 4d6+3 piercing, incr 200 ft., 20/x2, or autofire +8 ranged vs AC 15, 10x10 ft. 4d6+3 piercing, incr 200 ft., reflex 18 half.

cost: handcrafted (masterw.) machinegun +50.000 gold
requirements: craft magic arms & armor, caster level 15

Sting of the Cactus

This +2 bayonet causes machines, both living and not, fear. Whenever the wielder lands a hit on a robot, Living Machine, or unwilling cyborg, with no more than 15 hit dice, the target has to succeed on a DC 14 will save or be unable to take any action other than fleeing in their next round. If they cannot flee they will cower at the maximum possible distance. (For purposes of calculating further enchantment, this weapon starts at a +3 equivalent.)

cost: handcrafted (masterw.) bayonet +18.000 gold
requirements: craft magic arms & armor, caster level 9

Specific Wondrous Items

Camera Temporalis

This small hand held digital camera is at all times stuck 24 hours in the past. Whenever the display is unfolded and the camera activated it shows that precise location from that precise angle and position, as it was 24 hours ago. It can be used for one hour per day (divided into shorter periods if required), and during that time it records everything in high resolution. It can record at night, compensating for low light levels, but complete darkness will record as a black screen. The footage can not be altered without the file indicating it.

cost: 3.000 credits +10.000 gold

requirements: craft wondrous item, caster level 12, craft: electronic DC 25, crafting time: -24 hours

Decanter of Endless Brain Rot

This device can alter any movie or episode of a TV show, animated or live action. The user must select a movie or episode from the device's database and type their request in exactly seven words, no more, no less. Then the device will alter said show to their demands. It can be used this way once per day. Altered shows can be stored on the device, but can not be copied to other storage media, or otherwise recorded, for example with a camera. Shows can be copied to the device without difficulty. Its maximum storage capacity is 1 Tb. The cost does not include the cost of a monitor.

cost: 1.000 credits +10.000 gold

requirements: craft wondrous item, caster level 8, craft: electronic DC 22

Ensyrio Crystal

Can be used instead of Experience Points for magic crafting purposes or spells that consume XP in game systems where this is relevant. Their gold cost is 12.5x their XP value. They cannot transfer XP to characters. They can be used to provide part or all of the XP cost, leftovers will remain until used. They grow over the course of years, in areas of intense emotion, past or present and cannot be crafted.

cost: 1.250 gold per 100 XP equivalent (and is sold in multiples of 100 XP)

Everlasting Jetpack (any type)

This device functions like the jetpack it was before enchanting, except it never needs refueling.

cost: handcrafted (masterw.) jetpack +56.000 gold

requirements: caster level 10, fly

Hammer of Percussive Maintenance

This hammer can be used three times per day to instantly restore a certain amount of hit points to a single object by hitting it hard (standard action, provokes attacks of opportunity). (lesser Hammer: 2d6, regular Hammer: 5d6, greater Hammer: 10d6)
cost: 20 credits +1.000 gold (lesser), 3.000 gold (regular), 6.000 gold (greater)

requirements: craft wondrous item, caster level 5 (lesser), caster level 7 (regular), caster level 10 (greater)

Magnet of Tupple Terror

This magnet can be stuck to an electronic device the user intends to hack. There it provides a +5 competence bonus on Computer Use checks but only for purposes of hacking into the system.

cost: 1 credit +5.000 gold

requirements: craft wondrous item, caster level 5, minimum of 5 ranks in computer use

Medical Unit (artifact)

This 15x15x10 ft. high-tech cerametal box is a self-contained medical unit salvaged from a starship which crashed on a technologically backwards planet. The unit comes complete with operating table, various scanners, surgical tools, and occupies a 15x15 ft. area. With no power source, the medical unit was of no use and put into storage. Years later, while a virulent plague with no apparent cure was ravaging the area, an incorporeal entity was spotted in the storage area. Investigators found the medical unit online, despite not being connected to any power source. Furthermore, its functioning was enhanced, allowing the built-in scanners to detect even magical diseases in patients and giving doctors a chance at finding a cure. Since then the unit has been found to have various other new functions that improve patients' survival chances.

- Heal checks made with this unit gain a +10 scanner bonus.
- Heal checks can be made against any and all diseases, whether mundane, magical, supernatural, or of any other type. However, against magical and supernatural diseases the scanner bonus is reduced to +5.
- The unit can be used to heal ailments such as cancer after it has spread throughout the body, broken spines, and prion disease. The only ailment it can not cure is old age, though it does allow the elderly to live in health longer.
- The unit prevents any and all diseases, whatever their nature, from spreading within its confines. Doctors operating it are at all times protected from contagion. Energy drain is likewise prevented inside its confines.

- Living patients who drop below 0 hit points while on the operating table are automatically healed by 1d8+5 points. This can be done three times per day, but can not be halted if it is undesired.
- Radiation poisoning, either acute or chronic, mild or severe, can be cured with a DC 30 heal check. Poison can be extracted with a DC 25 heal check.
- Curses, enchantments, and geases can be removed too. The Heal check DC is 10 + spell level + caster level.
- The unit can be used to scan a person's soul, revealing alignment and peculiarities. (GM discretion) It can also detect possession, requiring no check to do so. If the possessing entity has a recognizable shape, it appears in one of the unit's monitors. The unit provides no options for removing possession however. The soul scanner does not reveal specific information or personal secrets. Instead the device attempts to portray the patient's soul in terms the operator might understand.
- Despite all these abilities, and being nearly indestructible, the medical unit does not have a detectable magic aura.

Regeneration Pod

At first glance this device appears to be a standard stasis chamber for a medium-sized humanoid. It performs that function, preserving its occupant indefinitely. But, should it receive an occupant with missing body parts it will regenerate them over time. Regeneration of lost limbs takes one standard day. Regenerating an entire body from just a brain takes one standard week. Unwanted cybernetic implants are automatically removed and degraded on a molecular level. If a character has a properly functioning cybernetic limb and wishes to replace it with an organic one they must remove the cybernetic limb before entering the pod. Should the regeneration process be interrupted it can be resumed without a loss of progress at a later time but the character in question will not regain the use of lost limbs until the regeneration is 100% complete. Dying characters placed into the pod are automatically stabilized and will regenerate hit points at a rate of one per hour until they are fully healed. Regeneration of hit points and body parts occurs simultaneously.

Larger pods can be made with no significant increase in cost however they will not increase regeneration rate, but only the maximum size of the occupant. A regeneration pod for a medium sized creature weighs 2000 lbs. A regeneration pod requires an external power supply.

cost: 1.000.000 credits +50.000 gold

requirements: craft wondrous item, caster level 15, regenerate, craft: electronic DC 30

Chapter 3 - Creatures

This section describes only 'creatures' a group of character might encounter in ground combat. Vehicles and ships are listed in their own sections, along with creatures primarily encountered in space. The line between a person and a vehicle gets blurred in some cases and some of the creatures are larger than most vehicles. However, if something can be used as a ship or vehicle (even if this would require considerable modification) it will likely be in the ships and vehicles section.

The creatures in this section do not have level adjustments. While there are benefits to tyrants in keeping cyborg slave armies and workers, cybernetics offer little to player characters and the Living Machines described are not sentient.

Cyborgs

Practically applicable Cybernetic technology first emerged more than seventy years ago. Initially it was able to give mobility to the crippled, sight to the blind, hearing to the deaf, undo the damages of war and disease, and more. As the technology matured, its limitations became apparent. While cybernetic limbs could easily be made to outperform organic ones, if the rest of the body remained organic, it was unable to cope with the stress in those situations. Those with cybernetic parts required frequent recharges to stay functional. Cybernetic parts also do not heal naturally, leading to frustrating and complicated repairs later in the lives of early cyborgs. For a time, cybernetic prosthetics continued to be used as a medical miracle, but they fell out of favor when it came to non-medical uses. There was little point to integrating a piece of equipment into one's body if that equipment was expected to be obsolete in a few years, especially if a hand held tool or worn equipment could perform the function just as well. Eventually organic replacement limbs could be grown, rendering medical cybernetic prosthetics obsolete in all but the most impoverished societies.

All this happened in free societies. In oppressive regimes, tyrants used the technology to enslave their citizens. The technology used was simple and cheap, even for its time. A chip with a radio receiver is installed in, on, or near the victim's skull. Nanowires are sent into the victim's skull and spinal column and connect with areas associated with pain detection. This allows whoever controls the chip to cause the victim debilitating pain on a whim. The chip also includes a kill switch. A person with such a torture/control chip is referred to as a cyborg slave.

There are several variants of the technology, that all function similarly. Ironically, the technology currently most commonly used started off as a prisoner early release program. The idea was that prisoners who would otherwise remain a threat to the public for the rest of their lives could be released to become 'productive

members of society' at minimum cost, with no risk. It was considered more humane than lifetime imprisonment, far more economical, and for inmates with no other prospect of release, a reasonable option. With time, the populace was willing to accept this method being applied to more and more inmates, the desire to be 'tough on crime' and economical eventually leading to citizens being implanted with the chips for less serious offenses, in turn leading to a socially acceptable form of slave labor. During an economic downturn, the populace turned against ethnic and cultural minorities, eventually leading to mass deportation and implantation for those who wished to remain. Eventually, a significant minority of the populace was implanted with the control system, enough to allow the parties controlling the system to overthrow what little remained of the pseudo-democracy.

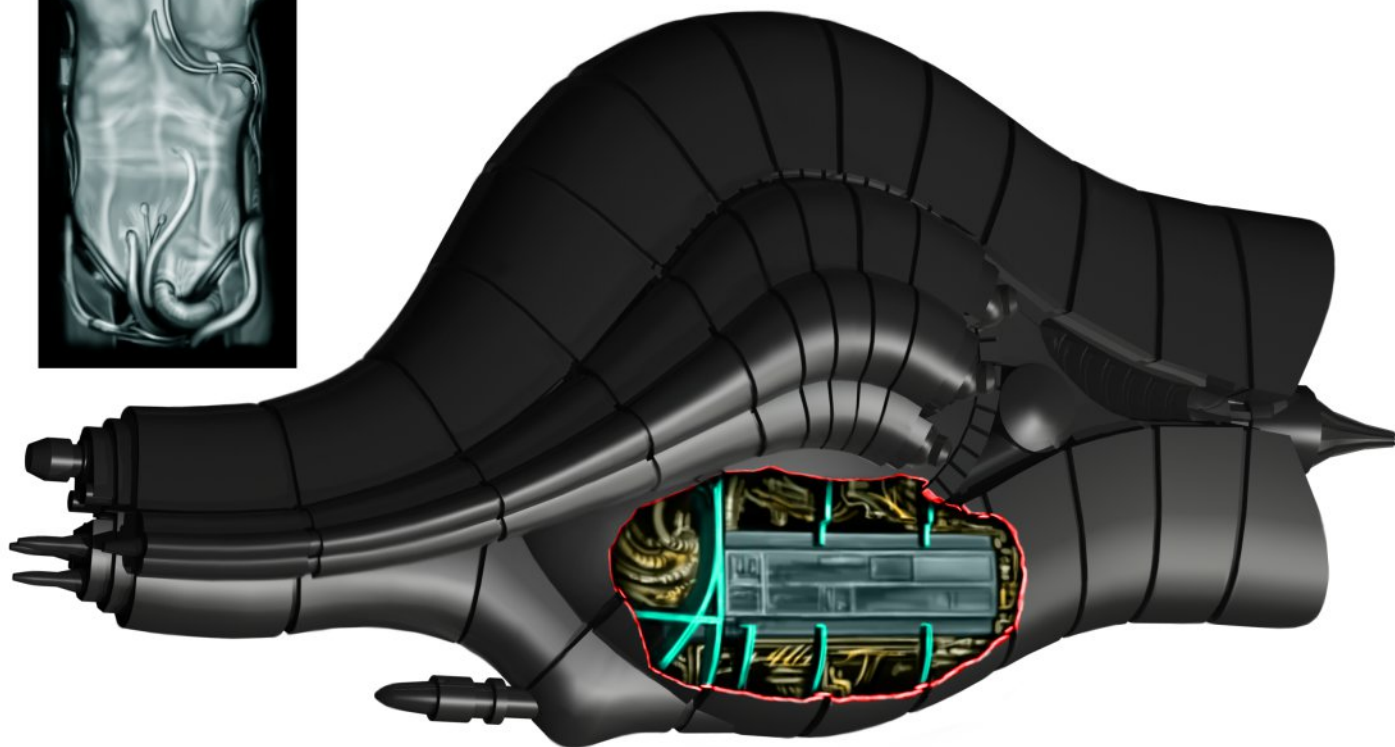
Contrary to popular belief, cyborg slaves do not have every movement controlled by an AI. That would defeat the whole purpose of using the human brain as in this setting, computer technology has not yet advanced to the point where an AI can improvise, show intuition, or learn from experience. Instead, cyborg slaves are conditioned to obey through torture. If the cyborg attempts to resist, the chip can temporarily assume control. Newly created cyborgs receive intense 'conditioning' during which they are mentally broken, before they are assigned to a station. Often, special software is provided to allow a cyborg to perform a certain function without prior knowledge. This software is implanted in the control chip, which then 'burns' that knowledge into the cyborg's organic brain during the conditioning period. A common misconception is that non-slave cyborgs are vulnerable to enslavement or hacking. This is not true; a torture/control chip must be implanted first.

Once a cyborg has been broken and burned they are issued their orders through encrypted radio communication. For safety reasons, this communication is strictly one-way traffic. Skilled hackers with the right equipment can sometimes break the encryption and interfere with a cyborg's functioning. Large cyborgs such as mecha and ships communicate via laser, and cannot be hacked from a distance.

Unscrupulous organisations or individuals who cannot or will not recruit troops or workers via normal means are the primary users of control chips; the Kurion empire is built exclusively on the backs of cyborg slaves. Cyber slavery is outlawed on most planets. Cybernetics as enhancements are not an attractive option for player characters, as improving performance requires replacing a lot of the organic body, with all the complications associated with that. Moreover, the same performance improvements can be achieved almost as well by worn equipment or machinery, albeit at a higher cost. Cost is one of the key factors determining cyborg design. A ship or vehicle that requires no interior can be built smaller, simpler, and



Kurion 'Nautilus' class light fighter
length 20ft/6.1m height 10.6ft/3.2m mass 3.200lbs/1.44 m.tonnes
polymeric semi-monocoque fuselage, organic control system
combat endurance 90mins, max Δv 3.4G, no cruise
standard loadout 1x laser cannon, 1xECCM module
production cost (est.) 2m credits



cheaper than a regular version. It is cheaper to modify a cyborg to fulfill a single purpose well than it is to create technology to allow any person to perform the same function. Unless player characters wish to become single-purpose tools, this is not useful to them.

In order to get a significant improvement in performance, much of the body needs to be replaced, and dedicated combat cyborgs are rarely humanoid in shape. Cyborgs come in three broad degrees of augmentation, and barring some exceptions, either have free will, or not.

Cyborg Traits

All Cyborgs:

- are vulnerable to critical hits and sneak attacks. They are disabled at 0 hit points and dying at negative hit points. They are dead or destroyed at negative hit points equalling their constitution score.

Lightly Augmented Cyborgs

A lightly augmented cyborg often has only one implant, in the case of slaves this is a control chip. The control chip can be activated or deactivated whenever the owner wants. Often the threat of activation is enough to ensure loyalty. The exact method of control can vary.

Sadistic owners prefer a pain stimulator, paranoid owners may prefer a completely computer-controlled servant, while a sick owner may like to reward their slave with a pleasure stimulus. In all cases, keeping a cyborg slave is an evil act. Civilian use of minor augmentations can be the replacement of lost eyes, hands, or single organs. These cyborgs do not have control chips. All:

- cannot be repaired. They require healing or medical treatment like a fully organic being. Only if their implant has been damaged (GM ruling) is a Repair check relevant.
- require sleep, food, and all other logistics associated with being organic.

Moderately Augmented Cyborgs

A moderately augmented cyborg has several components to aid in a specific task. These can be weapons, tools, or a scanner. The body as a whole is still mostly human, and does not perform differently from that of one, other than what its specific implanted tools allow. Amputees with bionic limbs fall under this category, though they rarely have control chips. All:

- can be repaired with a combination of a DC15 Repair check, and a DC 15 Heal check. This check takes one hour and restores 2d6 hit points. (Add 5 to the

DC for unsanitary conditions. Add 5 to the DC if either medical or repair tools are not available, add 10 if no tools are available.) Patients can not be repaired to more than 50% of their maximum hp - the rest must heal through 'traditional' means such as healing spells and rest.

- can be healed through healing spells and rest, up to maximum hp, unless the GM rules that a machine part was critically damaged in a fight.
- can eat both normal food (provided they still have their mouth and digestive tract), and a specially prepared slurry for nourishment, as well as a short recharge every day, depending on their implants.

- take half damage from subdual attacks.
- have damage reduction 2/- or more.

Heavily Augmented Cyborgs

A heavily augmented cyborg has a significant percentage of the body replaced with robotic parts, usually to improve performance for a specific purpose. The artificial body rarely resembles a human, and is usually considerably larger. This may go so far as to being a human brain in an entirely robotic body. Fitting a life support system for separated human brain in a human-sized artificial body is quite challenging, and this sort of method is rarely used for medical purposes.

Hacking control chip while cyborg is still online

example DCs (failure renders the target aware of the hacking attempt and increases DC of next attempt by 5)

subject	type	Computer Use	comm system	time taken
servant	lightly augmented	22	radio signal*	1 full round
infantryman	lightly augmented	24	radio signal*	1 full round
factory worker	moderately augmented	26	radio signal*	1 full round
combat cyborg (medium)	moderately augmented	28	radio signal*	1 full round
combat cyborg (large)	heavily augmented	30	radio signal*	1 full round
combat cyborg (huge or larger)	heavily augmented	32	laser**	1 full round
organic ship control system	heavily augmented	34	laser**	1 full round

*Hacking via radio signal requires a salvaged nobleman's implant (does not need to be implanted) and a computer. Range is limited to 100ft.

**Hacking a cyborg that receives its orders via laser signal requires placing a laser comm splitter over the receiver. Doing so is a melee touch attack and provokes attacks of opportunity. The device can then be operated remotely.

On success, the hacker gains control over the target for 15 minutes. During this time the cyborg slave will obey any order, including shutting down or self-destructing. At any point, the hacker can perform the hacking check again to reset the timer. Only one hostile cyborg slave can be controlled at any given time this way.

Temporarily disabling a cyborg slave's control chip (This requires the cyborg to not resist, generally by being unconscious.)

example DCs (failure on either check results in subject's death)

subject	type	Disable Device	Computer Use	time taken
servant	lightly augmented	22	22	1 minute
infantryman	lightly augmented	24	24	1 minute
factory worker	moderately augmented	26	26	5 minutes
combat cyborg (medium)	moderately augmented	28	28	5 minutes
combat cyborg (large)	heavily augmented	30	30	10 minutes
combat cyborg (huge or larger)	heavily augmented	32	32	10 minutes
organic ship control system	heavily augmented	34	34	10 minutes

The two checks are performed simultaneously, not necessarily by the same character.

On success, the control chip is disabled for one hour, during which the whole system can be surgically removed without risk of the dead man's switch activating. Characters who have successfully performed this procedure on a specific type (lightly, moderately, or heavily augmented) of cyborg 5 times or more can take 10 on the relevant checks afterwards.

Removing a cyborg slave's control chip (This requires the cyborg to be unconscious or disabled, and the control chip to be temporarily disabled.)

example DCs (failure on Heal results in 1d8 injury; failure on Repair means the control chip is not removed)

subject	type	Heal	Repair	time taken
servant	lightly augmented	25	N/A	1 hour
infantryman	lightly augmented	25	N/A	1 hour
factory worker	moderately augmented	27	27	1 hour
combat cyborg (medium)	moderately augmented	27	27	1 hour
combat cyborg (large)	heavily augmented	29	29	1 hour
combat cyborg (huge or larger)	heavily augmented	29	29	1 hour
organic ship control system	heavily augmented	29	29	1 hour

The two checks are performed simultaneously, not necessarily by the same character. This check requires surgical equipment and repair tools. On success, the control chip is physically removed. Characters who have successfully performed the surgery and/or repair on a specific type (light, medium, heavy) of cyborg 5 times or more can take 10 on the relevant checks afterwards.

Once freed

type		berserk	suicide	sane
lightly augmented	roll 1d100:	N/A	1-10	11-100
moderately augmented	roll 1d100:	1-25	26-50	51-100
heavily augmented	roll 1d100:	1-50	51-99	100

note: when hacking, a character with 5 or more ranks in Linguistics receives a +2 synergy bonus on both Computer Use and Disable Device checks.

Cyborgs of this type have a slight performance advantage over robots when it comes to initiative, flexibility, and creativity but are slightly limited by their organic parts when it comes to physical performance. They are sometimes used for intimidation purposes. They:

- can be repaired by a combination of a DC18 Repair check, and a DC 18 Heal check. This takes one hour and restores 2d6 hit points. (Add 5 to the DC for unsanitary conditions. Add 5 to the DC if either medical or repair tools are not available, add 10 if no tools are available.)
- receive half the numerical effect from spells that heal injuries, and the full numerical effect from spells that repair damage.
- suffer half damage from negative energy. Spells and effects that deal physical ability damage deal only half damage (rounded down).
- suffer full damage from spells that specifically target machines.
- 'eat' a specially prepared slurry, which is usually stored internally and distributed when needed. Advanced systems allow recycling of organic waste materials. They often have their own power supply, and rarely need to recharge. Most heavily augmented cyborgs have their own internal life support system, and can survive in hostile environments. Those with exposed flesh can usually not function in hard vacuum for very long unless the exposed flesh is decorative.
- take no damage from subdual attacks.
- have damage reduction 5/- or more.
- remain conscious, and automatically stabilize at negative hit points.

Cyborgs with free will are affected by mind-affecting spells and effects as though they were the creature they were before being turned into a cyborg. Cyborgs with free will can make a will save against *Invisibility to Machines*.

Cyborgs without free will are immune to spells such as *Charm*, *Sleep*, *Suggestion*, and *Geas*. - Any spell that requires more than inaction on their part, or affects emotions, will fail. They are however still affected by *Paralysis* and *Hold Monster*. *Command* only works when the instruction is 'stand down'. Cyborgs without free will are automatically fooled by both *Invisibility* and *Invisibility to Machines*.

When a *Detect Evil* spell is cast, a cyborg without free will is seen as having a tiny but powerful evil aura in its head, where the control chip is. The aura does not indicate the cyborg itself is evil, unless the person was evil before they were enslaved.

If a cyborg do not have free will, their control chip can be set to allow a varying degree of freedom of choice, from 'take no action until new orders arrive', to 'survive at any cost until new orders arrive'. Relaying new orders can be done through whatever senses or comm system the cyborg is equipped with. Most control chips have a dead man's switch that activates when one of a variety of certain conditions is met. That can include the cyborg's owner dying, the chip being deactivated or destroyed, the cyborg failing a task, or any other

arbitrary condition. The chip usually kills the cyborg.

Freeing Cyborg Slaves

Before a cyborg slave can be permanently freed from their control/torture chip through surgery, several conditions must be met.

The first condition that must be met is the most straightforward: the subject must hold still long enough for surgery to take place. It does not matter whether they are unconscious from injuries, temporarily sedated, disabled via hacking, or the target of a spell, though circumstances may render some options impossible. The cyborg's controller can set the condition for the control chip's dead man's switch before a battle. This means that rendering a cyborg unconscious in combat is not always possible without magical assistance or hacking.

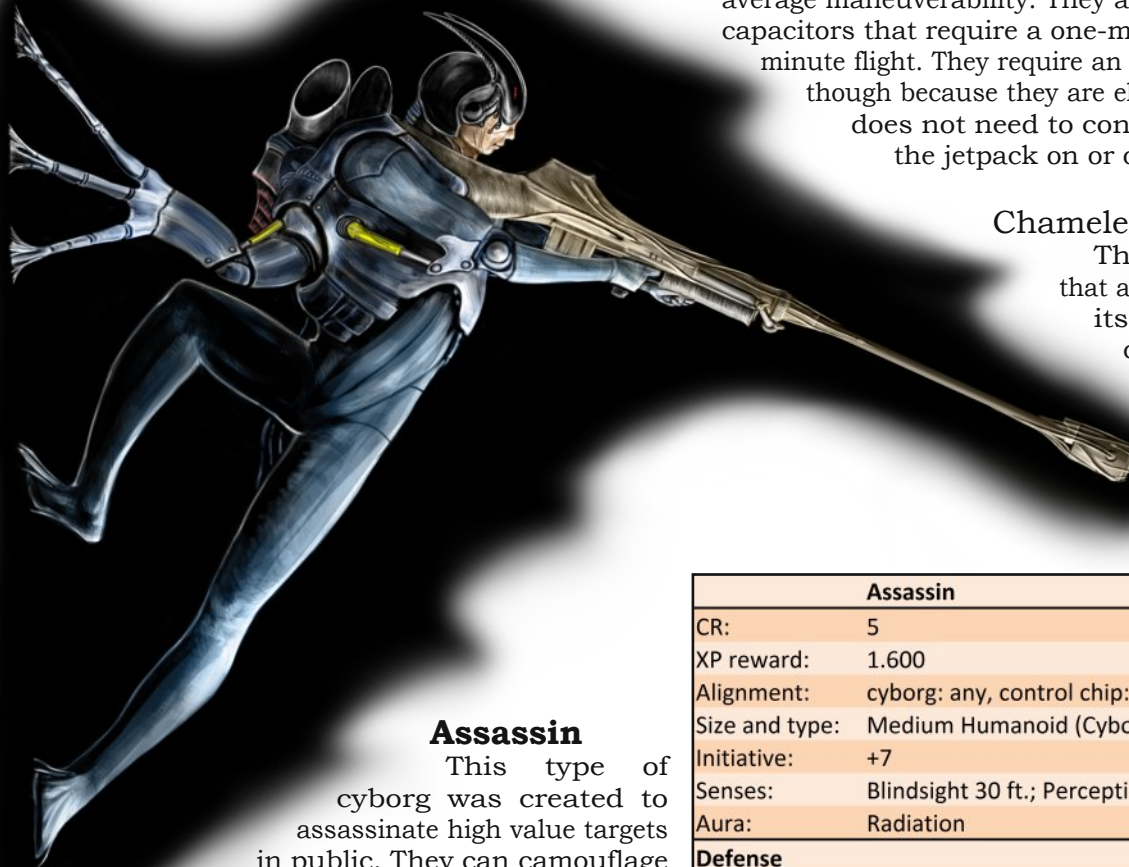
The second condition is that the control/torture chip with its dead man's switch must be offline during the procedure. If the slave's owner is aware someone will attempt to free their slave, they may issue a self-destruct command before the procedure takes place, so the control/torture chip may need to be disabled or hacked some time before the surgery. Preventing the control chip's dead man's switch from activating and killing the cyborg requires both a Disable Device check and Computer Use check. Failure means the dead man's switch activates and the cyborg self-destructs. Usually this means their brain is fried, but some cyborgs have more aggressive self-destruct systems. *Remove curse*, *Protection From Evil*, or *Circle Against Evil* stops the control chip from functioning for 10 minutes or the duration of the spell, whichever is longer.

Once both conditions are met (and assuming the proper equipment is available) the control chip can be removed through surgery. Lightly augmented cyborgs require only a Heal check while moderately and heavily augmented cyborgs require both a Repair and Heal check.

Results

Lightly augmented cyborgs have the best chance of returning to a normal life, though there is a 10% chance they have been made to suffer too much, and will kill themselves (or beg to be killed). Moderately augmented cyborgs will frequently go berserk, attacking anything nearby (25%), or kill themselves with one of their tools (25%). Heavily augmented cyborgs freed from a control chip have often spent years in torment, and will usually go berserk (50%) or kill themselves, often through a self-destruct (49%). There is only a minute chance the person inside can continue functioning sanely (1%). If a cyborg is freed from control after being incapacitated, the berserk or suicide results will take effect at the first opportunity. The cyborg will not attempt to pretend otherwise.

Freed cyborg slaves lose access to any skills or feats that had been implanted as part of the conversion process with the exception that they remain proficient with systems and weapons incorporated into their person.



Assassin

This type of cyborg was created to assassinate high value targets in public. They can camouflage themselves, fly, and move around on the side of buildings, allowing them to use their silenced sniper rifle to eliminate politicians, or just kill random civilians to cause fear in an enemy populace. They are not expected to return from missions, and their equipment is made with no regard for the well-being of its user. They can also infiltrate facilities and hack into computer systems, relying on a psionic katana that creates an area of darkness up close. These cyborgs are extremely expensive to produce, and their bodies self-destruct once disabled. They also have special, expensive hacking countermeasures that increases the DC for hacking them to 30.

Gravitic Adhesion Pads

The user can crawl on walls and ceilings at normal speed, so long as the surface is solid (not snow, sand, etc). The pads generate harmful radiation that with repeated use sterilize the wearer and shorten life expectancy to ten years at most.

Radiation

The pads' radiation can be intensified to interfere with sensors and electronic systems, causing cameras (regardless of vision type) in a 50 ft. radius to temporarily cease functioning.

Jetpack

Allows flight at a movement speed of 100ft with average maneuverability. They are powered by internal capacitors that require a one-minute recharge per 30 minute flight. They require an atmosphere to function, though because they are electric, this atmosphere does not need to contain oxygen. Turning the jetpack on or off is a free action.

Chameleon Skin

This cyborg has a skin that allows it to blend in with its surroundings, and dampens sounds. It is effective in the visual spectrum, infrared, or any wavelength that a common sensor system might

Assassin	
CR:	5
XP reward:	1.600
Alignment:	cyborg: any, control chip: evil
Size and type:	Medium Humanoid (Cyborg)
Initiative:	+7
Senses:	Blindsight 30 ft.; Perception +13
Aura:	Radiation
Defense	
Armor Class:	17, touch 13, flat-footed 14 (+3 dex, +4 natural)
Hit Points:	27 (6d8)
Saves:	Fort +4, Ref +7, Will +3
	DR 2/-; Moderately augmented; Unwilling cyborg
Offense	
Speed:	30 ft.; climb 30 ft.; fly 100 ft. (average)
Melee:	katana +8/+3 (1d10+3 / 19-20) (+2 on attacks and damage when active)
Ranged:	sniper rifle +12 (2d10+2), incr 200 ft.
Statistics	
Abilities:	Str 14, Dex 16, Con 10, Int 14, Wis 12, Cha 11
BaB:	+6
CMB:	+8
CMD:	19
Feats:	Personal Firearms Proficiency (control chip) Weapon Proficiency: katana (control chip) Improved Initiative, Mobility, Point blank shot, Shot on the run
Skills:	Climb +23, Computer use +10, Disable device +14, Fly +15, Perception +13, Stealth +25 augmentations grant +8 on climb, +10 on stealth
languages:	Common
SQ:	Antennae, Chameleon skin, Gravitic adhesion pads, Jetpack,
Gear:	sniper rifle, 100 rounds, Blade of Rot
Ecology	
Environment:	Any
Organisation:	Any
Treasure:	none

use. After the cyborg takes damage or attacks, this skin cannot function for 10 rounds. (The Stealth checks are reduced to +5.)

Antennae

Two large antennae containing sensor systems are directly wired into the brain. They allow the cyborg to detect invisible targets. *Invisibility against machines* fools these sensors, but regular *Invisibility* does not. They also grant audio-based blindsight with a range of 30 ft. (Firing weapons or causing explosions within that range disables this blindsight for one round.)

Sniper Rifle

A custom-made sniper rifle with a gravitic accelerator (grants +2 to attacks) and gravitic implosion silencer and requires a DC 20 Perception check to hear beyond 200 ft., +5 for every 100 ft. beyond that. The weapon has a range increment of 200 ft., and a maximum rate of fire of 1 shot per round. The rifle deals 2d10+2 piercing damage, triple on a critical hit of 20. It holds 10 rounds. The weapon can not be enchanted or equipped with add-ons.

Blade Of Rot

This katana is entirely technological, but is enhanced with a type I psionic receptacle from a slain living machine. Activating or deactivating the weapon is a free action and causes it to suck light and life energy out of a 10 ft. radius, centered on the wielder. Everyone in this radius suffers 1 point of negative energy damage per round (no save, no SR), including the wielder. The affected area is completely devoid of light as though affected by a *darkness* spell, and laser weapons that primarily operate in the optical range of wavelengths can not fire through this area. While active, the weapon functions as though it has a +2 enchantment. After 10 rounds of functioning the psionic receptacle is drained and must be replaced.

Brick

The brick is a security system intended for corridors on ships and stations. It resembles a ten foot cube with sensors and retractable barrels on all sides. Repulsors are used to carefully navigate through 10ft wide areas and doors, (it cannot enter narrower spaces) the unit does not need to rotate to change direction or targets. It relies on two human brains instead of one, though their security systems are linked. (For hacking only one Computer Use check is needed; the DC is 30.) Because of its slow, bulky nature, it automatically fails reflex saves.

Forcefield

The Brick can project a two-dimensional, blue glowing transparent forcefield outwards from itself to seal off a corridor or room. It extends 100 ft. in any direction or until it reaches a wall, ceiling, or floor. The Brick must always be at the center of the field - the Brick itself is not protected by the field. This field blocks

Brick	
CR:	8
XP reward:	4.800
Alignment:	cyborg: any, control chip: evil
Size and type:	Large Humanoid (Cyborg)
Initiative:	+0
Senses:	Darkvision 120 ft.; Perception +13
Defense	
Armor Class:	19, touch 9, flat-footed 19 (-1 size, +10 natural)
Hit Points:	83 (15d8+15)
Saves:	Fort +8, Ref -, Will +3
	DR 5/-; Heavily Augmented; Unwilling Cyborg
Offense	
Speed:	fly 20 ft. (perfect)
Ranged:	cannon +14/+14/+9/+9 (4d6), incr 100 ft., or laser +14/+14/+9/+9 (3d8 fire), incr 80 ft., or cannon +14/+9 (4d6), incr 100 ft., and laser +14/+9 (3d8 fire), incr 80 ft.
Space:	10 ft.
Reach:	5 ft.
Statistics	
Abilities:	Str 24, Dex 10, Con 12, Int 11, Wis 10, Cha 11
BaB:	+15
CMB:	+23
CMD:	33 (can never be tripped)
Feats:	Mounted Weapons Proficiency (control chip)
Skills:	Fly +24, Perception +13 augmentations grant +8 on Fly
languages:	Common
SQ:	Forcefield, Omnidirectional, Two Brains
Ecology	
Environment:	Installations, Ships
Organisation:	Solitary patrol or accompanied by troops
Treasure:	parts worth 2d20x1.000 credits

everything from both directions except light and gravity. (Meaning only lasers and gravity-based weapons pass through.) It has 100 hit points and requires one hour to recharge after being depleted or damaged. The field does not function while the Brick is moving.

Omnidirectional

Due to its evenly distributed sensors the brick cannot be flanked. (Surprise attacks and Bluff still allow sneak attacks to be made.)

Two Brains

Because it is operated by two brains it can make each Perception check twice; the highest result is used. If a Sense Motive check is required, for example if an attacker is feinting, roll the check twice and use the lowest result.

Enforcer Tripod

Originally, Kurion cyborgs were intended purely to intimidate a captured populace into submission, and cyborgs were designed to be as horrific as possible, with body parts visible, often with machine parts embedded in them in seemingly painful ways. A typical enforcer is an 8 ft. tall, 5 ft. wide three-legged armature of black steel upon which an elongated turret six foot long rests. The turret is made of the same black steel, with the still-living face of an indentured servant at the tip of the semi-flexible front end. The mouth holds a small laser gun, and the turret has a machine-gun on the side. The flesh of the servant's distorted torso is visible in several places on the turret, riddled with machine parts.

It does not make arrests, it does not write tickets, it does not even speak before it attacks. Despite being armed with a machinegun and laser, its primary weapon is fear; it serves as a constant reminder of what happens to those who oppose the authorities. Enforcer Tripods are hardly the most effective combat unit of the Kurion but they have become both the most iconic and the most hated symbols of the Kurion empire.

Versions that are solely used in combat usually do not have the exposed flesh and ribs, as they are essentially decorative. The basic, unmodified design still relies on human eyes for targeting however, meaning the face or at least the eyes will still be there, protected by transparent armor.

Many of the parts are unique to the design and have little value to salvagers except as recyclable materials. The weapons can not be used by characters, although the ammunition for the machinegun is a common calibre.

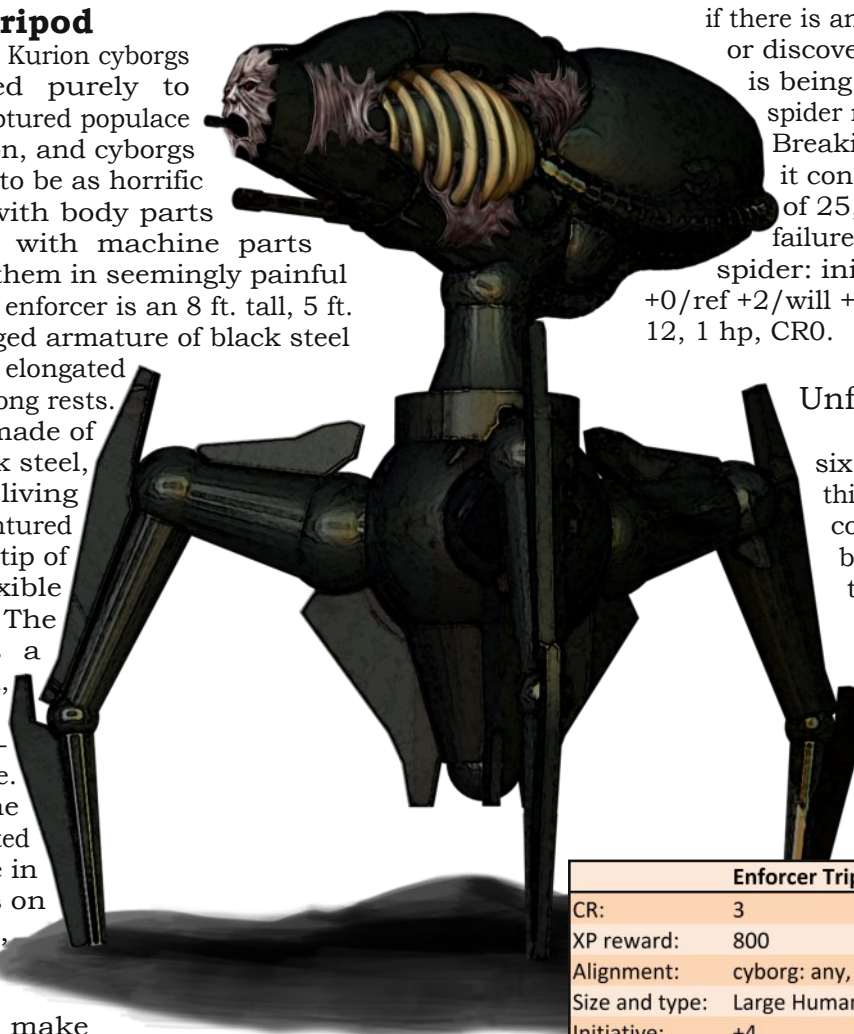
Robotic Black Box

A destroyed tripod will release a tiny spiderlike robot containing a log of its last 24 hours. This log includes audio and visual data, status checks of its systems, and recorded security breaches. The robot will attempt to make its way back to the tripod's home base. This spider is generally released only after activity in a 100 ft. radius around the tripod has ceased. Only

if there is an imminent threat of destruction or discovery, such as if the tripod husk is being crushed or salvaged, will the spider robot attempt to flee in full view. Breaking the encryption on the data it contains has a Computer Use DC of 25, takes 10 minutes, and on a failure the data is deleted. Black Box spider: init +0, speed 15 ft., saves fort +0/ref +2/will +0, AC 12, touch 12, flatfooted 12, 1 hp, CR0.

Unfolding Blades

The tripod is equipped with six small, razor-sharp blades on thin, flexible arms, each separately controlled. It can only make two blade attacks against any single target per round.



Enforcer Tripod	
CR:	3
XP reward:	800
Alignment:	cyborg: any, control chip: evil
Size and type:	Large Humanoid (Cyborg)
Initiative:	+4
Senses:	Low-light vision; Perception +7
Defense	
Armor Class:	17, touch 13, ff.13 (+4 dex, +4 natural, -1 size)
Hit Points:	27 (5d8+5)
Saves:	Fort +5, Ref +1, Will +1
	DR 5/-; Heavily Augmented; Unwilling Cyborg
Offense	
Speed:	30 ft.
Melee:	6 blades +5 (1d6+3) only 2 blade attacks per target
Ranged:	laser +8 (3d6 fire), incr 80 ft.
Special Attacks:	machinegun +7 (autofire), incr 200 ft.,10x10 ft.,(4d6)
Statistics	
Abilities:	Str 16, Dex 18, Con 12, Int 11, Wis 10, Cha 11
BaB:	+3
CMB:	+7
CMD:	21 (23 vs trip)
Feats:	Personal Firearms Proficiency (control chip) Heavy Weapons Proficiency (control chip) Weapon Focus: Laser
Skills:	Perception +7
languages:	Common
SQ:	Robotic Black Box
Ecology	
Environment:	Urban outdoors, guard positions
Organisation:	Law enforcement (1-5), or military (6+ accompanied by troops)
Treasure:	built-in machinegun, 200 rounds, built-in laser, capacitor for 100 shots

Kurion Nobleman

Initially the Kurion nobles used cybernetics to extend their own lives indefinitely. Once technology advanced to a point where full-body prosthetics were practical and reliable they started becoming more popular with those other than the elderly. Owning a cyborg body became a status symbol and the designs changed to become more physically impressive and capable. Most bodies now resemble immense musclebound males and amazonian females. Especially for those nobles who stood no chance of owning territory or a significant number of slaves, owning a powerful cyborg body became the only way to obtain at least a little status. As their numbers continued to increase, but their holdings remained constant, young nobles' need for a way to obtain status grew. New nobles more and more used these cyborg bodies as personal armored vehicles, leading a troupe of cyborg slaves in a constant search for glory in combat. The rule is that at least half of the resources and all of the land they conquer becomes their own, and as such the drive to conquer is great. Kurion noblemen are generally cowards at heart, but returning from a battle damaged with nothing to show for it is hugely shameful. Therefore noblemen who are defeated but survive are guaranteed to seek revenge.

Centuries of complete devotion to their own supremacy have twisted their minds so much that they can no longer have normal interactions with common people. They think no more of other beings than they think of the dirt under their feet. An encounter with a Kurion nobleman is almost guaranteed to end in violence.

Medium-Size (Knight)

The lowest ranking nobles do not always have cyborg bodies. The ones who do can only afford relatively weak human-sized bodies with no reactor or special systems. These bodies could on casual inspection pass for human, provided the owner bothers with synthetic flesh and skin.

Weapons

The weapons a typical nobleman uses are large versions of medieval swords and bows. They function as masterwork weapons, providing a +1 to attacks, but are not hand-made and can not be enchanted.

Large-Size (Baron)

Mid-ranked nobles' bodies range between 8 and 10 ft. tall and tend to resemble muscular humans. Older models are obviously robotic but newer ones have a thin layer of synthetic tissue and skin.

Internal Potion Dispenser

Kurion nobles' bodies can internally store nanite serums. They can store three at any given time, and can administer them once per round as a free action. Each use restores 3d8+5 hit points. These specific nanite serums can only be used by the nobles themselves. The system can also administer magic potions.

Miniature Fusion Reactor

Large or larger Kurion noblemen's bodies are powered by miniature fusion reactors. They are the most expensive component of these cyborg bodies. These reactors are not as powerful as the ones found on ships but



could still power a small vehicle or aircraft. (Market price: 1.000.000 credits, powers hull size up to 5d20.)

Shield

Noblemen who get into fights usually have a shield generator installed in their body. It absorbs a number of points of direct weapon or elemental damage sustained. The body's hardness is not applied. The shield requires an hour to recharge after being damaged or depleted.

Telekinetic Blast

The nobleman can fire a blast from their fists which deals electric damage and exerts physical force. (Technically it is a plasma and repulsor effect.) It takes the form of a line 5 ft. wide and up to 60 ft. long. The attack deals 6d6 electric damage by default (reflex save DC 18 half). Also, if present, unattended objects are flung along. If a large-size object is thrown it deals 4d6 bludgeoning damage, a medium-size object deals 3d6, a small-size object deals 2d6 and a tiny object deals 1d6 damage. The total added damage can never be more than 4d6. If the victim succeeds on the reflex saving throw they ignore the added physical damage.

Huge-Size or Larger (Duke)

The highest-ranked Kurion frequently have multiple different bodies, including several non-humanoid, exotic ones. They all perform roughly the same unless the bodies are optimized for a specific purpose. They have no immediate need to prove themselves in battle as they have already obtained significant status and wealth, therefore their approach to combat is more cautious.

Flight

Huge Kurion noblemen bodies have enough surplus reactor output to power their own repulsors, granting them flight with a speed of 30 ft. and perfect maneuverability. (This ability does not allow them to travel significant distances in space.)

Nobleman's Implant

The Kurion manage their cyborg slaves via control servers, and in turn connect to these servers via their

own implants. Each such implant has a number of codes that can be used to temporarily override the security system in cyborg slaves in case of an emergency. Each code is unique and can only be successfully used once. Lower ranking nobles have codes with limited clearance; they can not override the systems of more powerful units. Once salvaged, these implants can be used to hack into the control network and assume control over a single cyborg slave target. Note that a standard implant operates via radio signal and does not come equipped with laser communication capabilities.

Knight: 20 codes, medium-size cyborg slaves only;
Baron: 40 codes, up to large-size cyborg slaves;
Duke: 60 codes, any cyborg slave, including ships and vehicles.
Trading in implants or codes is dangerous, but potentially lucrative.

Poison Cloud

This ability creates a poison gas cloud with a radius of 10ft. around the nobleman. This ability uses

	Kurion Noblemen Knight	Baron	Duke
CR:	4	7	15
XP reward:	1.200	3.200	51.200
Alignment:	chaotic evil	chaotic evil	chaotic evil
Size and type:	Medium Humanoid (Cyborg)	Large Humanoid (Cyborg)	Huge Humanoid (Cyborg)
Initiative:	+5	+5	+5
Senses:	Darkvision 120 ft.; Perception +0	Darkvision 120 ft.; Perception +0	Darkvision, Lifesense 120 ft.; Perception +8
Defense			
Armor Class:	17, touch 11, ff. 16 (+1 dex, +6 natural)	21, t. 10, ff. 20 (+1 dex, +11 natural, -1 size)	30, t. 9, ff. 29 (+1 dex, +21 natural, -2 size)
Hit Points:	38 (5d8+10)	85 (10d8+40) + shield: 50 hit points	210 (20d8+120) + shield: 100 hit points
Saves:	Fort +7, Ref +5, Will +4	Fort +11, Ref +8, Will +7	Fort +18, Ref +13, Will +13
	DR 5/-; Heavily Augmented	DR 10/- (body only); Heavily Augmented	DR 15/- (body only); Heavily Augmented
Offense			
Speed:	40 ft.	40 ft.	40 ft.; fly 30 ft. (perfect)
Melee:	slam +9 (1d6+4 +1d6 electric), or longsword +6 (2d6+9 / 19-20)	slam +16/+11 (1d8+7 +2d6 electric), or longsword +17/+12 (2d6+10), (19-20)	slam +29/+24/+19/+14 (2d6+11 +3d6 electric), or greataxe +31/+26/+21/+16 (2d12+17 / x3)
Ranged:	gun hand +6 (2d6), incr 60 ft.	longbow +11 (2d6+7 / x3), incr 100 ft.	sonic blast +19/+14/+9/+4 (3d8 sonic), incr 50 ft.
Space:	5 ft.	5 ft.	10 ft.
Reach:	5 ft.	10 ft.	15 ft.
Special Attacks:	-	Telekinetic Blast, Poison Cloud	Telekinetic Blast, Poison Cloud
Statistics			
Abilities:	Str 18, Dex 12, Con 14, Int 11, Wis 10, Cha 7	Str 24, Dex 12, Con 18, Int 11, Wis 10, Cha 7	Str 32, Dex 12, Con 22, Int 13, Wis 12, Cha 7
BaB:	+5	+10	+20
CMB:	+9	+18	+33
CMD:	20	29	44
Feats:	Improved Initiative, Power Attack, Cleave	Improved Initiative, Power Attack, Cleave, Improved Bull Rush, Awesome Blow	Cleave, Combat Reflexes, Dazzling Display: Greataxe, Improved Bull Rush, Improved Initiative, Power Attack, Shatter Defenses, Weapon Focus, Specialization: Greataxe
Skills:	Acrobatics +4, Bluff +6, Intimidate +9, Knowledge (nobility) +8, Sense Motive +6	Acrobatics +6, Bluff +11, Intimidate +14, Knowledge (nobility) +13, Sense Motive +11	Acrobatics +9, Bluff +24, Fly +5, Intimidate +24, Knowledge (Nobility) +14, Perception +8, Sense Motive 12
languages:	Common	Common	Common
SQ:	-	Internal Potion Dispenser, Shield	Shield, Internal Potion Dispenser, Sensor System
Gear:	longsword	large masterwork longsword large masterwork composite (+7) bow 1d3 medium potions	huge masterwork greataxe 1d3 major potions
Ecology			
Environment:	Any	Any	Any
Organisation:	Group (1 Knight +5-10 slave troopers)	Group (1 Baron, 5-15 slave troopers)	Varies
Treasure:	parts worth 2d20x400 credits, Nobleman's Implant (Knight)	parts worth 2d20x1.000 credits, Nobleman's Implant (Baron)	parts worth 2d20x3.000 credits, Nobleman's Implant (Duke)

stored gas which can be released at will as a free action.
Type poison (inhalation); **Save** Fortitude DC 17(Baron)
DC 22(Duke)

Frequency 1/round for 10 rounds

Effect 1d4 Str damage; **Cure** 1 save(Baron) 2 saves(Duke)

Sensor System

Huge Kurion noblemen bodies are large enough to house a special sensor suite. This grants them the ability to see living creatures or machines within a range of 120 ft., regardless of light, radiation, sound, vacuum, or any other environmental factor.

Spy

Kurion spies are noblemen equipped with a special cyborg body designed for infiltration. It resembles an organic human body and has a unique stealth system that can project a false image of an organic body when scanned. (The sensor operator must succeed on a DC 30 Computer Use check to notice.) It can alter its shape and its face (including hair) to change appearance. (It provides a +10 equipment bonus on Disguise checks) These bodies are too small to house fusion reactors (nor would it be possible to hide them) so they require a recharge every five days.

Kurion Noblemen (continued) - Spy	
CR:	2
XP reward:	600
Alignment:	chaotic evil
Size and type:	Medium Humanoid (Cyborg)
Initiative:	+6
Senses:	Darkvision 60 ft.; Perception +10
Defense	
Armor Class:	12, touch 12, flat-footed 10 (+2 dex)
Hit Points:	18 (3d8+3)
Saves:	Fort +4, Ref +5, Will +4 DR 5/-; Heavily Augmented
Offense	
Speed:	30 ft.
Melee:	dagger +3 (1d4 plus poison)
Ranged:	laser pistol +5 (2d6 fire), incr 30 ft., or sliver gun +5 (2d6), incr. 20 ft.
Statistics	
Abilities:	Str 11, Dex 14, Con 12, Int 16, Wis 12, Cha 13
BaB:	+3
CMB:	+3
CMD:	15
Feats:	Improved Initiative, Skill Focus: Bluff, Computer Use
Skills:	Bluff +13, Computer Use +11, Disguise +20, Knowledge (Nobility) +9, Perception +10, Sense Motive +10
languages:	Common, +2 local languages
SQ:	Disguise
Gear:	Poisoned dagger, laser pistol
Ecology	
Environment:	Any
Organisation:	solitary
Treasure:	Data chip with secrets worth 2d20x100 gold

Under the right wrist is a hidden muzzle for an internal weapon that fires disrupted slivers of space. These slice into a target and dissipate, leaving no trace of their use other than the wounds inflicted.

Poisoned Dagger

The spy also carries a dagger which dispenses its own nanotechnology-based poison. Upon entering the bloodstream the nanites drift and spread for ten minutes, then trigger coagulation wherever possible. Afterwards the nanites, which are mostly composed of organic materials, dissolve. (Heal check DC 30 to find nanite remains, and medical scanning equipment is required for the check.)

Type poison (injury); **Save** Fortitude DC 17

Onset; 10 minutes; **Frequency** 1/round for 3 rounds

Effect 1d2 Con damage; **Cure** 1 save

Demonic Ally (Optional)

High ranking Noblemen are able to afford pacts with demons, where their bodies are enhanced by the presence of a demon. This is not required for the functioning of the body, but grants a few supernatural abilities to the otherwise spiritually dead Kurion.

Lower ranking Noblemen who still want an edge but can not afford a proper pact sometimes agree to a temporary alliance with an evil entity. The entity will inhabit the body for one year, after which it is released on the material plane. During its stay, this ally provides some benefits. The downside of this arrangement is that the entity can be removed with *Dismissal*, and the Nobleman can not enter a *Magic Circle Against Evil* without losing their ally.

Whichever option is chosen, the contract requires upkeep in blood. Normally, even the lowest ranking Kurion has ample slaves to sacrifice. Not having slaves to sacrifice could be a strong motivation for a Kurion nobleman to hunt down a group of adventurers.

The demonic ally grants Spell Resistance equal to the Nobleman's Hit Dice +8, as well as a small number of spells, cumulative, depending on the number of Hit Dice.. Caster level equals the Nobleman's Hit Dice, and the save DC equals 14 + spell level.

- 4HD+ A single level 2 spell, 3x/day. *Invisibility*, *Protection From Arrows*, *Summon Swarm*, and *Web* are popular choices.
- 6HD+ A single level 3 spell, 3x/day. *Fireball*, *Haste*, and *Lightning Bolt* are popular choices.
- 8HD+ A single level 4 spell, 3x/day. *Animate Dead*, *Bestow Curse*, and *Fear* are popular choices.
- 10HD+ A single level 5 spell, 3x/day. *Cloudkill*, *Cone of Cold*, and *Hold Monster* are popular choices.
- 15HD+ A single level 6 spell, 3x/day. *Disintegrate*, *Summon Monster VI*, and *Symbol of Fear* are popular choices.
- 20HD+ A single level 7 spell, 3x/day. *Greater Teleport*, *Insanity*, and *Power Word Blind* are popular choices.

Slow Burn Trooper

This cyborg has two large pincer claws, a bulky system on its back, and its torso is covered in piping and nozzles. It is created to keep enemy units tied up, to prevent them from advancing, and to draw fire away from more important units. It charges at the enemy position, and tries to put itself between them, to slow their movements with its gravity field and force the enemy to fire on it. If they do not, it will cause considerable damage with its claws and flame thrower.

The name refers to the fact that defeat by this cyborg is likely to be slow and painful due to the slowing effect and fire. This further motivates enemies to fire on it first. It is strictly intended as a sacrificial support unit for groups of more expensive units; it is not cost-effective on its own.

Gravity Field

This cyborg has a gravity-based system that slows movements around it. It can never be charged, and everything in a 20 ft. radius is *slowed* and moves at half speed. (No save, no SR.) This effect is indiscriminate. The Slow Burn Trooper itself is unaffected.

Flame Thrower

Every enemy within 5 ft. of the cyborg has to succeed on a DC 16 reflex save or suffer 5d6 fire damage. Using this attack is a standard action.

Slow Burn Trooper	
CR:	5
XP reward:	1.600
Alignment:	cyborg: any, control chip: evil
Size and type:	Medium Humanoid (Cyborg)
Initiative:	+4
Senses:	Blindsight 30 ft.; Perception +0
Aura:	Gravity Field
Defense	
Armor Class:	19, touch 10, flat-footed 19 (+9 natural)
Hit Points:	39 (6d8+12)
Saves:	Fort +7, Ref +2, Will +2
	DR 2/-; Fire Resistance 10; Moderately Augmented; Unwilling Cyborg
Offense	
Speed:	40 ft.
Melee:	2 claws +11 (2d8+4)
Special Attacks:	flame thrower
Statistics	
Abilities:	Str 18, Dex 11, Con 14, Int 10, Wis 10, Cha 11
BaB:	+6
CMB:	+10
CMD:	20
Feats:	Blind Fight, Improved Bull Rush, Improved Initiative
	Power Attack, Weapon Focus: Claw (control chip)
Skills:	Acrobatics +10, Climb +10
languages:	Common
Ecology	
Environment:	Any
Organisation:	Always accompanies other units
Treasure:	parts worth 2d20x200 credits

Rapid Response/Scouting Drone

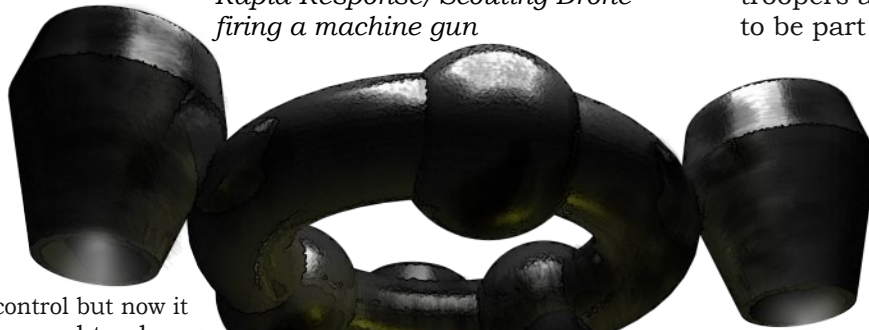
This machine is technically a cyborg, though only the brain and some nerve endings remain of the organic components. The rest is three small turbines on pivots arranged around a six foot wide, foot-and-a-half thick, rounded hoop. The hoop has three thicker nodes in it, between the turbine mounts. One houses the brain, one holds a turreted rifle, the third an optional weapon slot for a grenade launcher, machinegun, or additional turreted rifle. The weapons can be swapped out between missions. It has no landing gear and must land on a specially prepared mount. It has no on-board generator, but can be recharged through beamed energy (max range 1000 ft., duration 1 minute), allowing it to stay airborne for 1 hour per recharge. While near a base that has a generator and emitter, it can stay airborne for several days at a time, barring defects. After that the brain's life support system must be replenished by the drone's mount. (The process takes only one minute)

Delayed Microwave Blast

This weapon was originally designed for urban crowd

Rapid Response/Scouting Drone	
CR:	5
XP reward:	1.600
Alignment:	cyborg: any, control chip: evil
Size and type:	Large Humanoid (Cyborg)
Initiative:	+6
Senses:	Low-light vision; Perception +16
Defense	
Armor Class:	17, touch 11, ff. 15 (+2 dex, +6 natural, -1 size)
Hit Points:	36 (8d8)
Saves:	Fort +6, Ref +8, Will +2
	DR 5/-; Heavily Augmented; Unwilling Cyborg
Offense	
Speed:	fly 60 ft. (good)
Ranged:	rifle turret +8/+3 (2d8), incr 80 ft.
Space:	10 ft.
Reach:	5 ft.
Special Attacks:	grenade launcher +7
	machinegun +7 (autofire), incr 200 ft., 10x10 ft., (4d6)
	Delayed Microwave Blast
Statistics	
Abilities:	Str 12, Dex 14, Con 10, Int 11, Wis 10, Cha 11
BaB:	+6
CMB:	+8
CMD:	20
Feats:	Mounted Weapons Proficiency (control chip)
	Weapon Focus: Mounted Weapons (control chip)
	Alertness, Dodge, Improved Initiative, Wind Stance
Skills:	Fly +18, Perception +16, Sense Motive +2
	augmentations grant +8 on Fly
languages:	Common
Ecology	
Environment:	Urban
Organisation:	Patrol (1-3) or accompanied by ground force
Treasure:	built-in machinegun, 400 rounds, built-in grenade launcher, 40 grenades

Rapid Response/Scouting Drone firing a machine gun



control but now it is used to chase enemies out of defensive positions, break up formations, and generally force them into less favorable positions. It has a maximum range of 150 ft. and must be focussed on a single point for two rounds to be effective. It affects a 10 ft. radius area around the focal point, which glows with intense heat. On the first round, victims in the area suffer 1 point of fire damage as they feel the energy build up. On the second round, they suffer 2d6 fire and 2d6 sonic damage. Sparks from characters wearing metal armor cause 1d6 electric damage to anyone within 5 ft. from them. A reflex save DC 17 halves the damage on the second round. Using this weapon is a free action for the drone and does not interfere with any other actions. The weapon requires a one round recharge before it can start firing again. As long as characters remain inside the weapon's area of effect they will suffer intense pain, which stops as soon as they leave it.

Grenade Launcher

Firing is a standard action, maximum range is 100 ft. It has room for 20 grenades.

- Incendiary grenades deal 5d6 damage in a 10x10ft. area. (Reflex save DC 15 half.)
- Fragmentation grenades deal 5d6 physical damage in a 10x10 ft. area. (Reflex save DC 15 half.)
- Smoke grenades obscure vision (including thermal, radar) in a 10x10 ft. area for 5 rounds.

Rocket Trooper

Normally it takes two soldiers to operate a rocket launcher, but where troops are in short supply, the Kurion rely on troopers modified to efficiently operate a rocket launcher independently. At first glance their modifications seem bizarre; a collection of lightweight honeycomb armor plates folded on small artificial arms. Only when the trooper uses them does their purpose become clear; the plates and arms rapidly dig into the ground, then unfold into a miniature bunker with the trooper in the middle. This bunker is not sturdy enough to stop armor piercing or heavy weapons but renders the trooper effectively immune to small arms fire. The trooper's main weakness is its limited ammunition. The backup weapon is a machinegun attached to the other arm. Both weapons are physically attached to the cyborg and require work (DC 20 Repair, 4 hours of work each) to be made useable by other characters. The rockets can not be fired by other launchers, nor is the launcher compatible with other rockets. Rocket

troopers are rarely sent out alone, they are designed to be part of mixed combat units.

Rocket Launcher

The rocket launcher replaces an arm and shoulder. It can be fired once every two rounds (it reloads during that time) and holds up to four rockets.

- A High Explosive rocket has a range of 200 ft. and requires no attack roll. It causes 5d6 fire and 5d6 piercing damage in a 10 ft. radius. A reflex save DC 16 halves the damage.
- An Armor Piercing rocket has a range increment of 100 ft. and requires a ranged attack. It causes 10d6 piercing damage to a single target, ignoring 10 DR or hardness. (crit 20/x2)

Fortify

On soft ground, the cyborg can partially dig itself in, and use built-in armor panels and a small shield generator to turn itself into a one-cyborg miniature bunker. It takes one full round to either dig itself in, or out. In this mode, the cyborg becomes immobile. Its armor class becomes 15, and its hardness becomes 15. If there is no soft ground to dig into, armor class in bunker mode becomes 13, and hardness becomes 10.

Rocket Trooper	
CR:	5
XP reward:	1.600
Alignment:	cyborg: any, control chip: evil
Size and type:	Medium Humanoid (Cyborg)
Initiative:	+7
Senses:	Darkvision 60 ft.; Perception +8
Defense	
Armor Class:	17, touch 12, flat-footed 15 (+2 dex, +5 natural)
Hit Points:	33 (6d8+6)
Saves:	Fort +6, Ref +4, Will +2
	DR 2/-; Moderately Augmented; Unwilling Cyborg
Offense	
Speed:	30 ft. (0 ft. When fortified)
Special Attacks:	rocket launcher +8 machinegun +8 (autofire), incr 200 ft.,10x10 ft.,(4d6)
Statistics	
Abilities:	Str 14, Dex 14, Con 12, Int 11, Wis 10, Cha 11
BaB:	+6
CMB:	+8
CMD:	20 (28 vs trip when fortified)
Feats:	Heavy Weapons Proficiency (control chip), Weapon Focus: Rocket Launcher (control chip), Great Fortitude, Improved Initiative, Point-Blank Shot, Precise Shot
Skills:	Perception +8
languages:	Common
SQ:	Fortify
Ecology	
Environment:	Any planetside
Organisation:	Any
Treasure:	built-in rocket launcher, 1d4 rockets, built-in machinegun, 200 rounds

Slave Trooper (Lightly Augmented)

Cyborg slave troopers generally start off as random victims who were rounded up in the street and shipped off to a processing center. There they are implanted with torture/control chips containing basic information to speed up training, but no performance-enhancing cybernetics. If they survive to become veterans they are sometimes augmented into more specialized troopers. Out of the Kurion military lightly augmented slave troopers have the best chances of returning to a normal life in the event that they are freed of their control chips.

Technically all Kurion troops are slaves but this entry specifically describes slave troopers who have not been cybernetically modified to a significant degree. The entries shown here represent only rank and file troopers and generic equipment. Ultimately, any character or creature with some degree of intelligence, sensitivity to pain, and a nervous system can be converted into a cyborg slave by implantation of a torture/control chip.

The unmodified Slave Troopers are considered a very expendable asset by the Kurion nobles and are frequently sent in first with no cover or support if the nobility stands to gain something. In situations where recruitment is unable to keep up with attrition the

nobles will rotate the more experienced troopers into positions in training centers. In most situations a less augmented trooper is considered less valuable than more augmented one; In televised shows like 'Fox Hunt' losing unmodified troopers incurs no point loss for the nobles.

A typical small-scale attack consists of 75% unmodified troopers. If the nobles believe a target is too tough for unmodified troopers they will still send in a few to at least keep their enemy busy for a few rounds. Aside from the first waves of an invasion force, most slave troopers are created from locals. This is considered more efficient than transporting armies between planets, especially since the Kurion space fleet is short on large ships. Thus, an invasion force will be carrying a conversion facility and a large supply of implants. After the initial attack, the Kurion will round up local civilians (as well as captured military personnel) and forcibly convert them. In addition to the logistical benefits and low cost, using innocents as cannon fodder, especially those of the local culture and dominant ethnicity, typically causes hesitation among the defenders, at least during the initial phases of the war. The downsides are poor combat performance and high attrition rate of newly created slave troopers.

Cyborg slave troopers (lightly augmented)			
CR:	1	3	5
XP reward:	400	800	1.600
Alignment:	cyborg: any, control chip: evil	cyborg: any, control chip: evil	cyborg: any, control chip: evil
Size and type:	Medium Humanoid (Cyborg)	Medium Humanoid (Cyborg)	Medium Humanoid (Cyborg)
Initiative:	+5	+6	+7
Senses:	Perception +7	Perception +9	Perception +12
Defense			
Armor Class:	15, touch 11, flat-footed 14 (+1 dex, +4 armor)	18, touch 12, ff. 16 (+2 dex, +6 armor)	19, touch 13, ff. 16 (+3 dex, +6 armor)
Hit Points:	5 (1d8)	17 (3d8+3)	33 (6d8+6)
Saves:	Fort +2, Ref +1, Will +0	Fort +4, Ref +3, Will +1	Fort +6, Ref +5, Will +3
	Lightly Augmented; Unwilling Cyborg	Lightly Augmented; Unwilling Cyborg	Lightly Augmented; Unwilling Cyborg
Offense			
Speed:	30 ft.	30 ft.	30 ft.
Melee:	bayonet +1 (1d6)	bayonet +3 (1d6)	bayonet +6/+1 (1d6)
Ranged:	assault rifle +3 (2d8), incr 100 ft.	assault rifle +6 (2d8), incr 100 ft., or +4/+4 (2d8), incr 100 ft.	assault rifle +11/+6 (2d8), incr 100 ft., or +9/+9/+4 (2d8), incr 100 ft.
Special Attacks:	AR -1 (burst), 100ft incr., (4d8), AR +3 (autofire), 30ft incr., 10x10 ft., (2d8)	AR +2 (burst), 100ft incr., (4d8), AR +6 (autofire), 30ft incr., 10x10 ft., (2d8)	AR +7 (burst), 100ft incr., (4d8), AR +11 (autofire), 30ft incr., 10x10 ft., (2d8)
Statistics			
Abilities:	Str 10, Dex 13, Con 10, Int 11, Wis 10, Cha 11	Str 10, Dex 14, Con 12, Int 11, Wis 10, Cha 11	Str 10, Dex 16, Con 12, Int 11, Wis 12, Cha 11
BaB:	+1	+3	+6
CMB:	+1	+3	+6
CMD:	12	15	19
Feats:	Personal Firearms Proficiency (control chip), Weapon Focus: Assault Rifle (control chip), Improved Initiative, Point Blank Shot	Personal Firearms Proficiency (control chip), Weapon Focus: Assault Rifle (control chip), Improved Initiative, Point Blank Shot, Rapid Shot	Personal Firearms Proficiency (control chip), Weapon Focus: Assault Rifle (control chip), Improved Initiative, Point Blank Shot, Rapid Shot, Precise Shot
Skills:	Perception +7, Survival +7	Perception +9, Survival +9	Perception +12, Repair +12, Survival +12
languages:	Common	Common	Common
Gear:	Assault rifle with bayonet, 6 magazines Type III body armor (polymeric, partial)	Assault rifle with bayonet, 6 magazines Type IV body armor (polymeric, partial)	Assault rifle with bayonet and laser pointer, 6 magazines, Type IV body armor (polymeric, partial)
Ecology			
Environment:	Any planetside	Any planetside	Any planetside
Organisation:	Any	Any	Any
Treasure:	none	none	none

Cyborg slave troopers (lightly augmented) cont'd	
CR:	7
XP reward:	3.200
Alignment:	cyborg: any, control chip: evil
Size and type:	Medium Humanoid (Cyborg)
Initiative:	+7
Senses:	Perception +14
Defense	
Armor Class:	19, touch 13, flat-footed 16 (+3 dex, +6 armor)
Hit Points:	65 (10d8+20)
Saves:	Fort +9, Ref +6, Will +5
	Lightly Augmented; Unwilling Cyborg
Offense	
Speed:	30 ft.
Melee:	bayonet +10/+5 (1d6)
Ranged:	sonic rifle +16/+6 (2d8 sonic), incr 60 ft., or +14/+14/+9 (2d8 sonic), incr 60 ft.
Special Attacks:	frag grenade +13 vs AC 10 + (distance / 5 ft.), 5d6, reflex DC 15 half
Statistics	
Abilities:	Str 10, Dex 16, Con 14, Int 11, Wis 15, Cha 11
BaB:	+10
CMB:	+10
CMD:	23
Feats:	Personal Firearms Proficiency (ctrl chip), Weapon Focus: Assault Rifle (ctrl chip), Improved Initiative, Point Blank Shot, Rapid Shot, Precise Shot, Far Shot
Skills:	Perception +14, Repair +14, Sense Motive +12, Survival +12
languages:	Common
Gear:	Sonic rifle with bayonet and holographic sight, 6 capacitors, 1d4 fragmentation grenades, Type IV body armor (polymeric, partial)
Ecology	
Environment:	Any planetside
Organisation:	Any
Treasure:	none

Cyborg Tyrannosaurus

Genetic engineering, cybernetics, and television conspired to create a giant dinosaur cyborg for use in televised gladiatorial combat. A cyborg tyrannosaurus is a hulking black and green creature with a missile launcher on one side of its torso and a railgun on the other. Its back and sides are riddled with machine parts and several glowing lines appear where power-hungry systems are directly under the skin. Due to their high cost they are rarely used in actual combat. Instead they are mascots; they chase after rodeo clowns, and eat sacrifices before and after commercial breaks. When they are used in serious fights they are equipped with things like jammers, shields, railguns, lasers, and missiles. These systems are all operated by a crew outside the arena; the dinosaur itself is merely made to chase after the target. On worlds where gladiatorial combat is legal, cyborg dinosaurs are commercially available to large organisations. Individuals will not be allowed to purchase them, and anyone asking will likely be fed to said dinosaurs.

Exposed Systems

The systems on some of the dinosaur models are visible to make the cyborg appear more interesting for televised events. This also leaves them more vulnerable to tampering. A character with the Disable Device skill can attempt to disable a system (DC 30) by climbing on to the dinosaur (DC 25 Acrobatics check, or spider

climb), jumping on to the dinosaur (DC 30 Acrobatics check), or using a ranged weapon if the target's shield is down. (Disable Device DC increases by 5) In each case the attempt is a full-round action and provokes attacks of opportunity.

Jammer

These are miniature versions of vehicle-mounted jammers and can interfere with the functioning of weapons. They consume more power than the dinosaur's reactor can provide and rely on beamed power from the arena. A jammer can fire at a character every 4 rounds. The operator rolls a Computer Use check (the typical operator has a +8 Computer Use modifier) against a DC of 25. On a success, if the target is using a weapon that relies on electronic parts (such as a laser gun, rocket launcher) that weapon is disabled for 1d4+1 rounds.

Remote-Controlled Systems

Most of the dinosaur's weapons and systems are operated remotely via radio signal. As they are operated by other characters they can all fire in the same

Cyborg Tyrannosaurus	
CR:	13
XP reward:	25.600
Alignment:	cyborg: neutral, control chip: evil
Size and type:	Huge Animal (cyborg)
Initiative:	+1
Senses:	Low-light vision, Perception +15
Defense	
Armor Class:	17, touch 9, ff. 16 (-2 size, +1 dex, +8 natural)
Hit Points:	135 (18d8+54) + shield: 100 hit points
Saves:	Fort +14, Ref +12, Will +8
	Moderately Augmented, Unwilling Cyborg
Offense	
Speed:	40 ft.
Melee:	bite +20 (3d6+13)
Ranged:	railgun +12 (10d6), incr. 100ft, and
Space:	15 ft.
Reach:	10 ft.
Special Attacks:	missile, 15 ft. Radius 10d6 fire, Reflex DC 20 half Improved Grab, Swallow Whole, Jammer
Statistics	
Abilities:	Str 28, Dex 12, Con 17, Int 2, Wis 15, Cha 10
BaB:	+13
CMB:	+23
CMD:	34
Feats:	Improved Natural Attack (bite), Run
Skills:	Perception +15
SQ:	Exposed Systems, Low-Light Vision, Scent, Remote-Controlled Systems
Ecology	
Environment:	Arena
Organisation:	Solitary
Treasure:	Railgun (ultralight), shield generator (ultralight)

round, regardless of what the dinosaur does. If someone were to hack them (Computer Use DC 35) the dinosaur's weapons and jammer would be unable to function. (The shield would still function however as it requires no input.)

Shield

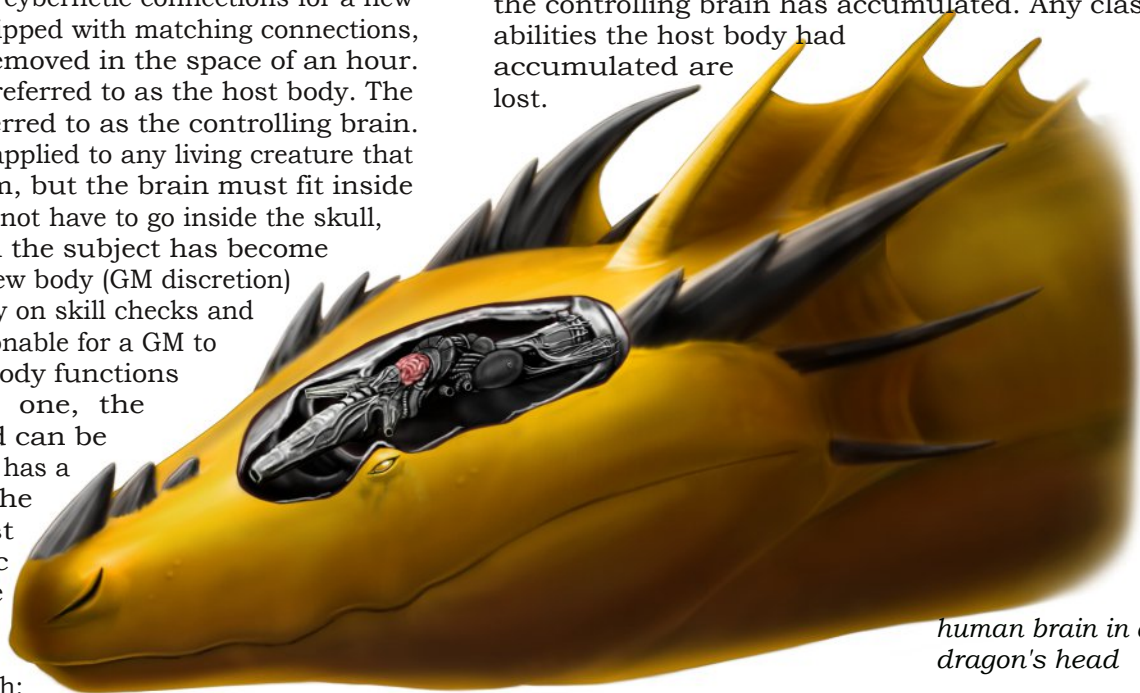
Body hardness is not applied to shield hit points. The shield relies on beamed power to maintain strength during a fight. Once the shield has been fully depleted, the capacitor overloads and takes an hour to regenerate.

Template: Cyber-Host Body

A creature has most of its brain removed and is instead equipped with cybernetic connections for a new brain. This brain, equipped with matching connections, can be installed or removed in the space of an hour. The base creature is referred to as the host body. The installed brain is referred to as the controlling brain. This template can be applied to any living creature that has a nervous system, but the brain must fit inside the new body. (It does not have to go inside the skull, GM discretion.) Until the subject has become accustomed to their new body (GM discretion) they suffer a -2 penalty on skill checks and attack rolls. (It is reasonable for a GM to rule that if the new body functions much like the old one, the rehabilitation period can be short.) If the new body has a different anatomy, the subject can not cast spells with somatic components during the rehabilitation period.

- Size, Face, and Reach: become those of the host body.
- Type: becomes that of the controlling brain, with subtype cyborg.
- Speed and movement types: become those of the host body.
- Hit Dice: Host body racial Hit Dice and controlling brain class levels are combined.
- Abilities: Str, Con, Dex become those of the host body; Int, Wis, Cha become those of the controlling brain.
- Natural attacks: become those of the host body.
- Natural armor: becomes that of the host body.
- Base Attack Bonus: Those of host body racial Hit Dice and controlling brain class levels are combined.
- Saving throws: Base saving throws of host body racial Hit Dice and controlling brain class levels are combined.
- Extraordinary (Ex) abilities: become those of the host body.
- Supernatural (Su) abilities: Those of the host body and controlling brain are combined.
- Spell-like (Sp) abilities: Only those of the controlling brain are retained, those of the host body are lost.

- Racial skill bonuses: The host body retains racial skill bonuses that apply to physical skills (Str, Con, Dex), and ones that rely on retained body parts (eyes that grant Perception check bonuses for instance). The host brain retains racial skill bonuses that apply to mental skills.
- Racial saving throw bonuses: The host body retains racial saving throw modifiers (including feats) that apply to fortitude and reflex saves. The controlling brain retains racial saving throw modifiers (including feats) that apply to will saves.
- Racial bonus feats and proficiencies: Only racial bonus feats from the controlling brain are retained.
- Feats, skill ranks, spellcaster levels, and all-other class-related abilities from class levels become those the controlling brain has accumulated. Any class abilities the host body had accumulated are lost.



human brain in a dragon's head

- Cost: The procedure costs 500.000 credits per Hit Die of the host body. This does not include the cost of growing/capturing a host body.
- Advancement: the host body is now riddled with cybernetic parts and can no longer grow without causing damage to itself. Advancement is by class levels only.

Transformations

The creature's dual nature prevents it from being physically transformed. Spells that normally transform an unwilling target into a different creature deal 3d6 damage per spell level instead.

Regeneration

Spells and effects that cause regeneration have a negative effect. The host body regenerates in a way that attempts to reject the controlling brain. The creature takes ten points of damage for every point normally regenerated. (Will save halves damage.) Spell resistance applies, but the spell does not automatically fail if the target attempts to resist. Because regeneration is inherently harmful to cyber-

host creatures, the template can not make use of constituent creatures (either as brain or body) possessing regeneration abilities.

Independent Life Support

When the body has died, the brain continues to survive, as it has independent life support systems. (This ability is only available if the host body is one size category than that the brain came from, i.e. If there is sufficient spare internal space.) If left alone, the brain will survive for one more week.

Artificial Hormone Dependency

The brain and stem contain many vital hormone detectors and glands. When much of the original brain is removed (in the case of more complex organisms) these hormone control mechanisms are lost. To prevent the body or body parts from atrophying or otherwise developing in an unwanted fashion, the body must be equipped with an automated system that secretes artificial hormones. The body must still

be examined in an advanced facility once per week (assuming 7x24 hour days) to have hormone levels inspected and fine-tuned. Every missed inspection causes cumulative damage: -2 to constitution and strength, -1 to fortitude and reflex saves, and -2 to Perception checks. The effects of one missed week will be healed after four weeks of regular inspections, no other means short of a wish or miracle can undo this damage. The cost of an inspection is 10.000 credits per Hit Die of the body.

Extra Brains

If the body is large enough it is theoretically possible to install multiple brains. The cost is multiplied by the number of installed brains. A strict hierarchy is installed where one of the brains is in command of the rest and only one brain can be operating the body at any given time. The 'command' brain can assume control at any time. Secondary brains can provide use of Appraise, Knowledge, Perception, Sense Motive, and any other skills that require only sensory input.

Emperor Riveso Nysia of Kurion (Cyber-Host Body)	
controlling brain:	Human, lvl 15 rogue
host body:	Gold Dragon, 28HD, gargantuan
CR:	24
XP reward:	1.640.000
Alignment:	chaotic evil
Size and type:	Gargantuan Humanoid (Cyborg)
Initiative:	-2
Senses:	Dragon Senses, Perception +23
Aura:	fire (10 ft., 1d6 fire), frightful presence (330 ft., DC 31)
Weaknesses:	Vulnerability to Cold
Defense	
Armor Class:	41, touch 4, flat-footed 41 (-2 Dex, +37 natural, -4 size)
Hit Points:	585 (28d12+15d6+350)
Saves:	Fort +27, Ref +24, Will +22
	DR 20/magic; Immunity to Fire, Sleep, Paralysis; Spell Resistance 32
Offense	
Speed:	60 ft., fly 250 ft. (clumsy), swim 60 ft.
Melee:	Bite +54 (4d6+14), and Claws +49/+49 (2d8+7), and Wings +49/+49 (2d6+8)
Space:	20 ft.
Reach:	15 ft. (20 ft. with bite)
Special Attacks:	Breath Weapon (60-ft. cone, 22d10 fire, DC 32), Crush (4d6+22, DC 32), Weakening Breath
Special Attacks:	Sneak Attack (+8d6, Bleeding Attack, Powerful Sneak, Slow Reactions, Surprise Attack)
Statistics	
Abilities:	Str 41, Dex 6, Con 27, Int 17, Wis 15, Cha 15
BaB:	+39
CMB:	+58
CMD:	66 (70 vs trip)
Feats:	Improved Initiative, Power Attack, Cleave, Great Cleave, Improved Bull Rush, Mounted Weapons Proficiency, Run, Personal Firearms Proficiency, Starship Piloting
Skills:	Acrobatics +15, Bluff +23, Computer Use +21, Diplomacy +23, Disable Device +24, Intimidate +23, Knowledge (Arcana) +21, Linguistics +24, Perception +23, Sense Motive +23, Stealth +17, Use Magic Device +20
languages:	Abyssal, Common, Draconic, Infernal
SQ:	Fast Flight, Fast Stealth, Improved Evasion, Improved Uncanny Dodge, Opportunist, Resiliency, Slippery Mind, Tail Antenna, Trap Sense +5, Water Breathing
Ecology	
Environment:	Any planetside
Organisation:	Usually accompanied by small army
Treasure:	Neutronium brain case (1.000.000 credits), parts worth 2d20 x 200.000 credits

Wizard Destrachan (Cyber-Host Body)	
controlling brain:	Human, lvl 3 wizard
host body:	Destrachan
CR:	9
XP reward:	6.400
Alignment:	any
Size and type:	Large Humanoid (Cyborg)
Initiative:	+1
Senses:	Blindsight 100 ft., Perception +18 (all perception is based on sound)
Defense	
Armor Class:	AC 19, touch 11, flat-footed 17 (+1 Dex, +1 dodge, +8 natural, -1 size)
Hit Points:	109 (12d8+3d6+45)
Saves:	Fort +10, Ref +8, Will +12; +4 vs sonic attacks protection from sonics; Immunity to gaze attacks, visual effects, illusions, and attacks relying on sight; Sonic resistance 30
Offense	
Speed:	30 ft.
Melee:	Melee bite +13 (2d6+4), 2 claws +13 (1d8+4)
Space:	10 ft.
Reach:	5 ft.
Special Attacks:	Destructive Harmonics (standard action) 80 ft. cone or 30 ft. Burst. Destruction: 8d6 sonic (lethal or nonlethal), DC 19 Reflex half. When targetting object, only single target allowed. Pain: stunned for 1 round, deafened 1d6 rounds, DC 19 Fortitude negates
Spells Prepared:	CL 3d; Concentration +7; DC: 14 + spell lvl per day: lvl 0(4), lvl 1(3+1), lvl 2(2+1), save DC: 14+ spell level, (T) Technology School spell
lvl 0:	<i>Acid Splash, Arcane Mark, Dancing Lights, Daze, Detect Poison, Detect Magic, Flare, Ghoul Sound, Light, Prestidigitation, Ray of Frost, Read magic, Resistance</i>
lvl 1:	<i>Charm the Machine(T), Expeditious retreat, Identify, Idenfity Machine(T), Mage Armor, Magic Missile, True Strike</i>
lvl 2:	<i>Darkness, Invisibility, Protection from Arrows, Spider Climb, Invisibility to Machines(T)</i>
Statistics	
Abilities:	Str 18, Dex 13, Con 16, Int 18, Wis 12, Cha 12
BaB:	+10
CMB:	+15
CMD:	26
Feats:	Combat Casting, Eschew Materials, Improved Initiative, Scribe Scroll
Skills:	Appraise +14, Computer Use +10, Knowledge: Arcana +13, Knowledge: Nature +13, Linguistics +13, Perception +18, Repair +10, Spellcraft +13, Racial +8 Perception (hearing only)
languages:	Common, Draconic, Elven, Gnome, Halfling
SQ:	School focus: Technology (forbidden schools: Necromancy, Transmutation), Summon familiar
Ecology	
Environment:	Any indoors or underground
Organisation:	Solitary or as diversion for larger force
Treasure:	parts worth 2d20x500 credits, spellbook, 2d100 gold pieces

In addition to the large amount of space it occupies, this arrangement is extremely complex, expensive, awkward, and therefore very uncommon.

Example Cyber-Host Body 1:

Emperor Riveso Nysia of Kurion

Level 15 human rogue brain in 28HD gold dragon.
(See NPC section in Appendix for character description.)

- Tail antenna: The tail contains a large radio transmitter and server, and is used to maintain control over Riveso's personal guard. It can not be used to make attacks. (This is not part of the template.)

Example Cyber-Host Body 2:

Level 3 human wizard brain in Destrachan body.

The Wizard Destrachan was created by a cabal of spellcasters for the purpose of stealing ships and vehicles. The Destrachan was to infiltrate enemy bases and use their hacking skills and the *Charm the Machine* spell to override security and steal hovercraft, mecha, and ships. The project proved expensive, and the created Destrachans too vulnerable to effectively complete missions independently. They are now used in a support role in attacks: the main force makes a direct, though cautious attack while the Destrachan attempts to reach a network console. From there they attempt to override base security systems to give the attacking force an advantage. A special system had to be installed to allow the subject to interact with computer systems and 'see' optical displays.

Living Machines

History

Before the last great war, the Kurion commissioned a group of foreign scientists to create a new kind of army for them. Using research data from a range of sources, they succeeded in creating new war machines. These machines were powered by a psionic receptacle, a poorly understood mechanism of the psionic rift drive. It gave the machines regenerative capabilities, an almost organic immune system, and a drive, a will to fight. Scientists installed devices separate from the Living Machine design, to allow the them to be given orders from the army's command centers.

When the war started, the Living Machines crushed all opposition; endless hordes of aggressive machines with no care for their own safety swept aside all armies that opposed them. At some point during the war, the machines' artificial immune systems rejected the control devices, forever freeing them from the control of their masters. Ironically, the machines rebelling against their masters is what saved humanity. The Living Machines reverted to a feral state, turning on their former masters and each other. They formed an ecosystem of machines preying on each other, 'Nurseries', semi-living factories replenishing their ranks. Fortunately, these Nurseries themselves could not be replicated, halting the spread of the living machines. The Nurseries sometimes hid, sometimes stayed on the move. This, and their regenerative capabilities made their removal difficult and dangerous. Soon the army remnants were firmly entrenched in the areas the Kurion invaded, turning those areas into a biomechanical no man's land.

Appearance

Living Machines are artificial creatures composed of a material that resembles black organic metal. They usually have a ribbed surface texture, in places riddled with black pipes, wires, and machinery. They are most frequently equipped with multi-jointed legs and some degree of armor protection, usually metallic. There are countless forms and variants, and while new ones are sometimes spontaneously created, there is no true evolution or design at work. There is also variation in size and appearance between individuals of the same type and older ones tend to be larger. The Nurseries are partially organic factories that produce new living machines, sometimes at random, sometimes only specific types. They do not resemble ordinary factories and most do not have an interior characters can enter. The number of living machines can only be guessed at, but that number is large. Some variants prowl wastelands or ruined cities, and some fly through space, hunting ships like a swarm of sharks.

Living machines are actually not truly alive, nor are they machines. They are a self-repairing pattern with limited replication abilities, each powered by a psionic receptacle. These receptacles are four-inch ovals, blue and transparent, with a miniature lightning orb inside. They draw power from *somewhere* unknown, and allow the living machine to bend reality enough

for it to function. The most important bending of reality is altering universal constants in its fusion reactor. This allows cold nuclear fusion to occur under easily achieved conditions. Their interior machinery appears more straightforward, but a simple inspection (repair or intelligence check DC 15) reveals that some systems should not be able to function as they are. Pistons with no control mechanism, power lines that could never carry the current required to power directed energy weapons, and ammunition drums with no reloading mechanism are all examples of things someone might find if they examine the wreck of a living machine.

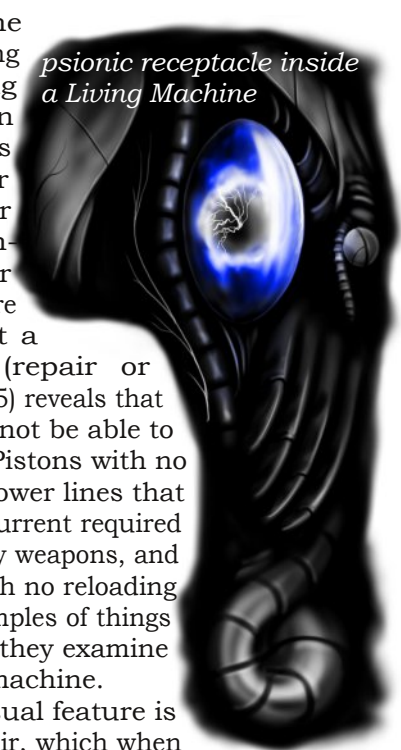
Their most unusual feature is their ability to self-repair, which when seen on the molecular level appears as spontaneous reforming of structures over time. This occurs without a physical system such as repair nanites or organic healing structures - it simply happens.

Traits

Independent intelligence was not a design priority and now that they are no longer directed by a central intelligence, living machines function as animals. They have little decision making ability other than retreating when badly damaged and remembering when an enemy was too powerful. They will attack any enemy that enters their territory if their size or numbers are at least reasonably favorable. An almost-destroyed living machine will repair itself in the space of a few minutes, provided it has the materials to do so, or if the broken components are physically still present. Living machines are vulnerable to psionic energy and magic. Their presence interferes with radio signals, meaning commanders in the field are alerted to the presence of such machines.

Salvaged psionic receptacles are valuable, as they can be used to instantly repair technology. Generally, the more powerful the slain living machine, the more powerful its receptacle will be, though that does not necessarily mean it will be physically larger. Nothing else can be salvaged from living machines; the materials and systems are not compatible with normal technology and upon death the bulk of the material will start rapidly decomposing into its constituent elements.

- Living Machines do not technically need to eat, but instinctively hunt down anything organic, quasi-organic, or even anything containing carbon (including other living machines) and devour it. A tiny fraction is added to the mass of the machine itself, the rest is instantly internally teleported to the nearest nursery where it is converted into new living machines.



psionic receptacle inside a Living Machine

- For purposes of spells they count as living creatures. They can be healed with both repair and healing spells, and take 50% extra damage from spells and psionic attacks. They are killed at 0 hit points. Until then they automatically regenerate. Their mental ability scores can never be reduced or increased - they do not actually have minds, their behavior is a pattern projected upon them from somewhere unknown.
- Ammunition is regenerated between encounters. Replacing missiles and other large ordnance requires a day.
- Living machines generate a field that affects electronics. This field has a 500 ft. radius and is detectable on sensor arrays but can not be used to pinpoint a living machine's location. Communication via electromagnetic radiation is not possible with this field.
- Living machines have a special type of hardness. It can be bypassed by magic and psionic weapons, as well as spells or psionic effects. This hardness is psionic in nature, and disappears when the machine is destroyed. Sonic energy also ignores living machines' hardness. Their weapons count as magic and psionic weapons for purposes of overcoming damage reduction.

Centipede

This type was not categorized until after the war. Whether this is because it was successfully kept secret or because it came into being afterwards is unknown. The basic model resembles a 10 ft. long black centipede comprised of flexible segments with an array of sensors and mandibles at the front.

Holographic Disguise

The Centipede uses holographic fields and fake emissions to fool both normal senses and sensors pretending to be inconspicuous objects such as crates, boxes, appliances, or furniture. The object it disguises itself as must always be solid and have a volume of at least 10 cubic feet. A Perception check with a DC of 25 is required to detect the creature. If a character is operating a sensor system, either vehicle-mounted or hand held, they must succeed on a DC 30 computer use check to detect the centipede. Pinpointing the centipede is only possible within 50 ft. and requires line of sight. The Centipede has only a basic understanding of what constitutes a proper disguise and may sometimes be spotted as an object that is out of place, such a crate in a bedroom, a truck engine on the floor of a ruined candy shop, or an unconnected pumping system in a maintenance room.

If the centipede is not detected it will wait for an opportune moment (or what it thinks is an opportune moment) and attack one character. It will attempt to kill or paralyze them and take the body to a secluded place to be eaten.

Psionic Venom

The creature attacks with its mandibles and injects psionic venom into the target. This venom has no

physical component, it manifests in a blue glow that slowly spreads over the target's body.

Type poison (injury); **Save** Fortitude DC 19

Frequency 1/round for 2 rounds

Effect 1d2 Dex **damage**; Cure 1 save

Psionic Rift Jump

Once every five rounds the centipede can perform one short-range psionic rift jump, travelling up to 100 ft. in any direction as a move action. The centipede must have line of sight to the desired exit point. This rift jump provokes attacks of opportunities both at the entrance and exit points. It can carry immobile objects with it, up to one medium-size creature.

Exploding Beetles

The centipede has three black beetles that it can deploy at a rate of one per round. Doing so is a free action. Each beetle is 6 inches across and moves 20 ft. per round. It has an AC 15, touch AC 15, flat-footed AC 14, 3 hit points, a CMB of +8, and a CMD of 20. It uses the same saving throws as the centipede. If it finds a target within its movement range it lunges at them, attempting to latch on.

The beetle initiates a grapple attempt. If successful, the beetle attaches itself and begins charging up its bomb. The abdomen starts glowing red and emitting an increasingly high-pitched whine. Removing the

Centipede	
CR:	5
XP reward:	1.600
Alignment:	neutral
Size and type:	Large Living Machine
Initiative:	+7
Senses:	Blindsight 120 ft.; Perception +11
Defense	
Armor Class:	18, touch 12, ff.15 (+3 dex, +6 natural, -1 size)
Hit Points:	39 (6d12), Regeneration 3
Saves:	Fort +3, Ref +7, Will +4
	LM Hardness 5/(magic or psionic); LM Traits
Offense	
Speed:	40 ft.
Melee:	bite +9 (2d6+6 plus venom)
Space:	10 ft.
Reach:	5 ft.
Special Attacks:	Exploding Beetles
Statistics	
Abilities:	Str 18, Dex 16, Con 10, Int 7, Wis 12, Cha 1
BaB:	+6
CMB:	+11
CMD:	24 (can never be tripped)
Feats:	Improved Initiative, Weapon Focus (bite)
Skills:	Perception +11, Stealth +13
SQ:	Holographic Disguise, Psionic Rift Jump
Ecology	
Environment:	Large interior spaces with branching rooms
Organisation:	Solitary or in pairs
Treasure:	10% chance of 1 type II psionic receptacle

beetle is a full-round action, either by the target or a character assisting them (removing the beetle requires no check). If the beetle is not removed before its next turn it explodes dealing 2d6 piercing and 5d6 fire damage to the character it is attached to (no saving throw). If the beetle is removed it explodes harmlessly. The preferred use for the beetles is to keep pursuing enemies occupied while the centipede retreats to regenerate.

The Hand That Takes

The hand that takes is a huge machine, comprised of an irregular black body with a long stiff tail and five long legs arranged around the front and sides. It travels by hovering twenty feet above the ground with its legs spread outwards, resembling a hand looking for something to grab. When it needs to deploy its cannon it lands, embedding the tip of each leg into the ground and stabilizing itself while unfolding and raising its tail, which holds the cannon. It is highly territorial and uses its main cannon primarily against other hands that attempt to float into its territory.

Gravity Burst Rocket Launcher

The machine has 3 small rockets that it can fire at targets up to 100 ft. away. It can fire one per round, as a free action. Each rocket explodes in a 20 ft. radius, dealing 4d6 sonic damage (reflex DC 15 half). A single Trip attempt is made against all targets in this area simultaneously, regardless of whether they passed the reflex saving throw, or are immune to sonic damage. The rocket's CMB is +15.

The Hand That Takes	
CR:	7
XP reward:	3,200
Alignment:	neutral
Size and type:	Huge Living Machine
Initiative:	+9
Senses:	Low-light vision; Perception +5
Defense	
Armor Class:	16, touch 13, ff. 11 (-2 size, +5 dex, +3 natural)
Hit Points:	102 (12d12+24), Regeneration 2
Saves:	Fort +10, Ref +9, Will +4
	LM hardness 10/(magic or psionic); LM Traits
Offense	
Speed:	10 ft., fly 50 ft. (perfect)
Melee:	claw +16/+11/+6 (1d8+5)
Ranged:	laser +16/+11/+6 (3d6 fire), incr 60 ft.
Space:	15 ft.
Reach:	15 ft.
Special Attacks:	Gravity Burst Rocket Launcher, Coilgun, Vehicle Grapple
Statistics	
Abilities:	Str 20, Dex 20, Con 14, Int 3, Wis 10, Cha 1
BaB:	+12
CMB:	+19 (Gravity Burst Rocket +15)
CMD:	33 (can never be tripped)
Feats:	Improved Initiative, Weapon Focus: Laser, Weapon Focus: Claw
Skills:	Acrobatics +23, Fly +9, Perception +5
Ecology	
Environment:	Any planetside
Organisation:	Solitary, groups (2-4)
Treasure:	10% chance of 1 type II psionic receptacle



the Hand that Takes

Coilgun

The machine's primary weapon is a large, slow targeting cannon intended for anti-aircraft/vehicle use. In Ship/Vehicle combat: Attack: Coilgun +10 ranged, 10d6 physical, 20/x2, range incr 6, max range 18. It cannot effectively target individual characters with this weapon, and channels the energy to the short-range laser instead.

Vehicle Grapple

The Hand can make a grapple check against a vehicle or ship of similar size or smaller. If the target has shield strength remaining the grapple attempt automatically fails. The pilot of the target craft must succeed on a piloting check with a DC equal to the Hand's grapple result. If the piloting check succeeds, the grapple attempt fails. Otherwise the target is grappled. Both the Hand and target are immobile during this phase and neither can use ranged weapons against the other. However, the Hand can use its claws to constrict the target. It will deal 5d6 damage per round, ignoring all hull hardness. Each round the grapple versus piloting check is made again.

Mutated Cyborg

In the past the Kurion experimented with psionic receptacles, among other things they tried implanting them in a cyborg's brain. This granted them some of the abilities of a living machine, but eventually turned them into living machines themselves. There is no rhyme or reason to the shapes that these machines are twisted into by the psionic energies, and no two are alike. Contrary to popular belief they do not have the ability to grow by absorbing other machinery or organic matter. They can however heal themselves by inflicting damage in melee upon organic targets, and their preferred tactic is to charge the enemy and use their gravity burst to close to melee as fast as possible. They may have once been unwilling cyborgs but now they are living machines. As such they cannot be hacked by any means, nor is there anything left of the people they once were. The psionic receptacles used in their creation can not be salvaged.

Gravity Burst

Every 1d4 rounds the machine can send forth a burst of gravity in a 45 degree cone with a range of 100 ft. that pulls enemies towards itself. A single Combat Maneuver is performed against all targets in the area, those affected are pulled closer 10 ft. Using this ability is a free action that does not provoke attacks of opportunity.

Disruption Field

The machine's presence interferes with electronic devices' functioning, more so than usual. Within a radius of 100 ft., robots and cyborgs are slowed as though under the effect of a *Slow* spell. (No save, no Spell Resistance.) Portable scanners, tools, and hand held energy weapons do not function. Vehicles and

Mutated Cyborg	
CR:	4
XP reward:	1.200
Alignment:	neutral
Size and type:	Large Living Machine
Initiative:	+4
Senses:	Low-light vision; Perception +4
Aura:	Disruption Field
Defense	
Armor Class:	16, touch 9, flat-footed 16 (+7 natural, -1 size)
Hit Points:	37 (5d12+10)
Saves:	Fort +6, Ref +1, Will +1
	LM hardness 5/(magic or psionic); LM Traits
Offense	
Speed:	30 ft.
Melee:	2 slams +8 (2d4+4)
Ranged:	arm cannon +4 (2d8), incr 60 ft.
Space:	5 ft.
Reach:	10 ft.
Special Attacks:	Assimilate Flesh, Gravity Burst
Statistics	
Abilities:	Str 16, Dex 11, Con 14, Int 3, Wis 10, Cha 1
BaB:	+5
CMB:	+9
CMD:	19
Feats:	Improved Initiative, Weapon Focus: Slam
Skills:	Perception +4
Ecology	
Environment:	Any
Organisation:	Solitary, groups (3-6)
Treasure:	none

ships are too well protected to be affected by this field.

Assimilate Flesh

The machine can heal itself by inflicting damage upon living enemies with its melee attack. Each time it hits with a slam attack, it heals by one quarter the amount of damage it inflicts (rounded down).

Nursery

Initially these were mobile factories for the Living Machine army. They would follow behind the main force and constantly add to their numbers. With no supply lines and the manufacturing site at all times defended by an entire army, the Living Machine army proved unstoppable until the control mechanisms failed *en masse* and the Living Machines went feral. The nurseries hid and buried themselves in ruined cities or empty wastelands, constantly spawning new Living Machines. A balance was reached, with an ecosystem of sorts consisting of different types preying on each other, devouring local resources (including humans), losses being replaced by the nursery.

Living Machines never attack a nursery. When a new unit is produced it exits the nursery through one of the openings and moves a set distance away, unmolested by other units. Then its combat routines activate and it starts to hunt, becoming both predator

Nursery (planetside model)	
CR:	5
XP reward:	1.600
Alignment:	neutral
Size and type:	Colossal Living Machine
Initiative:	+0
Senses:	Blindsight 240 ft.; Perception +0
Aura:	Disruption Field
Defense	
Armor Class:	12, touch 2, flatfooted 12 (+10 natural, -8 size)
Hit Points:	130 (20d12), Regeneration 10
Saves:	Fort +15, Ref +0, Will +4
	LM hardness 20/(magic or psionic); LM Traits
Offense	
Speed:	20 ft.
Space:	100 ft.
Reach:	5 ft.
Special Attacks:	Emergency Deployment
Statistics	
Abilities:	Str 30, Dex 10, Con 10, Int -, Wis 10, Cha 1
BaB:	+0
CMB:	+18
CMD:	28
SQ:	CIWS (50% to intercept up to 5 missiles/round)
Ecology	
Environment:	Underground
Organisation:	Solitary, protected by group of Living Machines
Treasure:	90% chance of 1 type III psionic receptacle

and prey. The distance and direction it travels depends on the current population density and size of the infested area. A nursery maintains a small defensive force around itself at all times. The units in this defense group do not attack each other. The data presented indicate a nursery when it is moving. Typically a nursery will be found in its den, immobile.

Emergency Deployment

A nursery is not a combat unit and relies on surrounding units for protection. When attacked, a nursery can deploy all partially finished units as a desperation move. Their combat routines will immediately activate with their primary targets being the nursery's attackers. The unfinished units will then die in a matter of hours. Exactly what units are deployed are left to GM discretion but it is reasonable to expect units similar to the ones encountered on the way to the nursery. Partially finished units have half their normal hit points.

Disruption Field

Nurseries emit a powerful psionic field that prevents accurate long-range scanning of the nursery and a 16 kilometre area surrounding it. It is effectively impossible

to pinpoint the location of a nursery without inspecting it in person.

The field also affects organic minds. Characters within 1.000 ft. of a nursery must succeed on a DC 15 will save every hour or suffer 1 temporary intelligence, wisdom, and charisma damage. Effects of multiple failed saves are cumulative. If any of the three ability scores reaches zero, the afflicted character goes berserk, attacking anything that is not a Living Machine. While the character is berserking, Living Machines will not attack them. Moving more than 1.000 ft. from the nursery or destroying it allows the ability scores to simultaneously recover at a rate of 1 point per hour.

Destruction

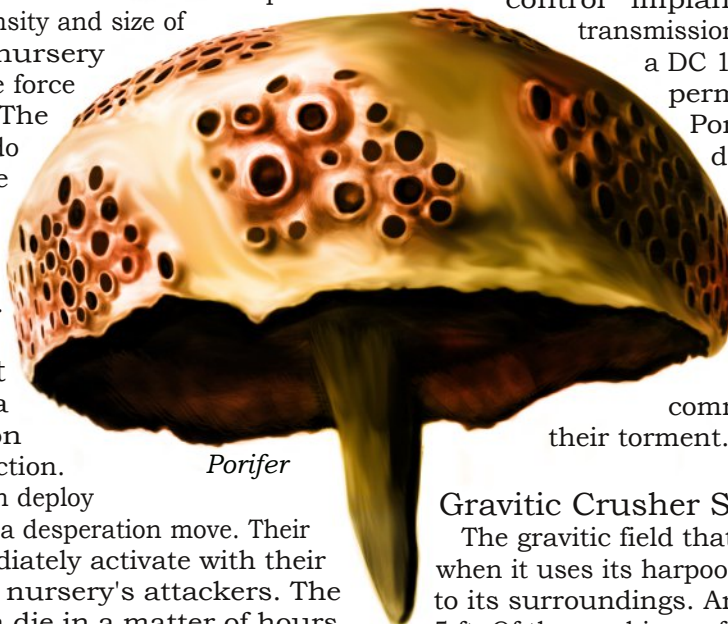
Destroying a nursery will cause the remaining units in its defence force to turn on each other, reverting to basic 'instinct'.

Porifer

This unit resembles a cross between a floating mushroom and a hemispherical sponge. It was initially designed as a local control hub for more traditional cyborg units. As it has the ability to override control of cyborg slaves it is nearly impossible for the Kurion to deal with.

Cyborg Slave Hacking

This unit can hack into the wireless network that controls cyborg slaves. Every slave cyborg with a control implant that relies on radio transmissions to receive orders must roll a DC 16 will save each round or be permanently controlled by the Porifer. Should the Porifer be destroyed, the cyborg slaves under its command will revert to their previous owners, though there may be a period where there is no connection. During that time they are essentially free, and are liable to commit suicide to put an end to their torment.



Porifer

Gravitic Crusher Shell

The gravitic field that locks the machine in place when it uses its harpoon attack also inflicts damage to its surroundings. Any creature or object within 5 ft. of the machine suffers 1d6 bludgeoning damage per round. (This ability can be activated or deactivated at will as a free action.)

Harpoon

Immediately after a successful harpoon attack the target is automatically slowed as though affected by a *Slow* spell (no save, no SR) and reeled in. The next round and each round thereafter the Porifer attempts to drag the target towards itself in 15 ft. increments.

Porifer	
CR:	4
XP reward:	1.200
Alignment:	neutral
Size and type:	Medium Living Machine
Initiative:	+6
Senses:	Blindsight 60 ft.; Perception +5
Defense	
Armor Class:	15, touch 12, flatfooted 13 (+2 dex, +3 natural)
Hit Points:	26 (4d12), Regeneration 1
Saves:	Fort +1, Ref +6, Will +1
	Living Machine Traits
Offense	
Speed:	fly 30 ft. (perfect)
Ranged:	harpoon +6 (1d6)
Special Attacks:	Cyborg Slave Hacking, Gravitic Crusher Shell, Harpoon
Statistics	
Abilities:	Str 10, Dex 14, Con 10, Int 7, Wis 12, Cha 1
BaB:	+4
CMB:	+4 (+14 Harpoon Drag)
CMD:	16 (can never be tripped)
Feats:	Improved Initiative
Skills:	Fly +10, Perception +5
SQ:	Psionic Reanimation
Ecology	
Environment:	Any
Organisation:	Escorted by group of cyborgs or Living Machines
Treasure:	10% chance of 1 type II psionic receptacle

When using the harpoon for this purpose the Porifer's CMB is +14. While a victim is being pulled in the Porifer is locked in place by gravitic effects and can not move. Breaking free requires a DC 25 strength check or dealing 10 slashing damage to the cable. The cable has DR 10/(magic or psionic). A new cable can be generated instantly. Only one target can be harpooned at a time. Once free, the target is no longer slowed.

Psionic Reanimation

Cyborg slaves that were killed within 1.000 ft. of a Porifer stand a 50% chance of being reanimated within 24 hours, continuing to function as though they were alive. This effect is only sustained while the Porifer survives. This causes no drain on the Porifer's energy, nor does the Porifer control the reanimated cyborg slaves. There is no limit to the number of times reanimation can take place, but each time, the 50% chance applies.

Stealth Field

Units controlled by the Porifer are rendered invisible as though affected by an *Invisibility* spell after spending ten rounds within 30ft. of the Porifer, provided said units took no actions during that period that would normally end an *Invisibility* spell. Unless prematurely ended this invisibility lasts 5 minutes, or indefinitely if the unit remains within 30ft. of the Porifer. The Porifer can not turn itself invisible.

Siege Mantis

This is an enormous cannon, given legs and free will. It resembles a 100 foot long piece of artillery, with six short legs at the rear, and four longer legs at the base of the barrel. When firing the main cannon, large angular panels behind the muzzle open downwards to vent coolant between shots; these panels vaguely resemble a praying mantis' grasping arms folded to its head. To aim its main cannon the Siege Mantis relies on repulsors to move its entire body, giving the impression that it has temporarily become weightless. Its size allows it to fire shells up to forty miles away. It can also target flying objects, but targeting small or nimble ships is difficult. Large ships must maintain shields or Close In Weapons Systems or be hit by saboteur missiles, which deploy small machines inside the hull to hunt and kill the crew.

Air Blast Rounds

Instead of standard ammunition, the Mantis can use explosive rounds for any of its smaller caliber coilgun attacks in order to crush targets against their cover. Instead of the normal attack, the attack causes a 20 ft. radius explosion. The attack deals 2d4 bludgeoning damage and attempts a single Combat Maneuver simultaneously against all targets in the area (the Air Blast Round's CMB is +10). Success means

Siege Mantis	
CR:	9
XP reward:	6.400
Alignment:	neutral
Size and type:	Colossal Living Machine
Initiative:	+2
Senses:	Low-light vision; Perception +5
Defense	
Armor Class:	17, touch 0, ff. 17 (-8 size, -2 dex, +17 natural)
Hit Points:	252 (24d12+96), Regeneration 5
Saves:	Fort +16, Ref +4, Will +8
	LM hardness 10/(magic or psionic), LM Traits
Offense	
Speed:	20 ft.
Melee:	stomp +23/+18/+13/+8 (2d6+7)
Ranged:	coilgun +14/+14/+14 (3d6), incr 60 ft.
Space:	50 ft.
Reach:	10 ft.
Special Attacks:	Air Blast Rounds, Laser Barrage, Suck Air, Poison Air, Artillery
Statistics	
Abilities:	Str 24, Dex 6, Con 18, Int 3, Wis 10, Cha 1
BaB:	+24
CMB:	+39 (Air Blast Rounds: +10, Suck Air: +20)
CMD:	47 (can never be tripped)
Feats:	Improved Initiative, Iron Will
Skills:	Perception +5
Ecology	
Environment:	Any
Organisation:	Solitary, groups (2-4)
Treasure:	10% chance of 1 type III psionic receptacle



that target is pushed to the edge of the blast and knocked prone. The blast areas from multiple Air Blast Rounds do not overlap; successive hits within the same round continue to do damage but no further Combat Maneuvers are performed.

Laser Barrage

Every 1d4+1 rounds the siege mantis can lay down suppressing fire from built-in laser cannons as a free action. Everyone within 30 ft. of the machine suffers 6d6 fire damage. (Reflex save DC 18 half.)

Poison Air

If the artillery fired in the previous round, the mantis must unfold its coolant panels and keep them open for a round as coolant is vented. The coolant fills

an area with a radius of 30 ft. from the center of the machine. Targeting an open vent bypasses the Mantis' hardness. Fire-based attacks such as laser cannons deal double damage. When they are open, the vents have an AC of 13 (and a touch AC of 5). The coolant can be released even when the artillery was not fired in the previous round. Either way, releasing coolant is a move equivalent action.

Type poison (inhalation); **Save** Fortitude DC 18

Frequency 1/round for 3 rounds

Effect 1d3 Con damage; **Cure** 1 save

Suck Air

Firing the artillery coilgun violently sucks the air out of an area. A single Combat Maneuver (modifier +20) is performed against all targets in a 100 ft. radius

Saboteur Missile (Living Machine version)	
Alignment:	neutral
Size and type:	Small Living Machine
Initiative:	+2
Senses:	Perception +4
Defense	
Armor Class:	14, touch 14, ff.12 (+3 dex, +2 natural, +1 size)
Hit Points:	12 (2d12), Regeneration 1
Saves:	Fort +0, Ref +4, Will +0
	Living Machine Traits
Offense	
Speed:	20 ft.
Special Attacks:	Acid spit +5 ranged touch (1d8 acid), range 30 ft.
Statistics	
Abilities:	Str 10, Dex 15, Con 10, Int 7, Wis 12, Cha 1
BaB:	+2
CMB:	+1
CMD:	13
Skills:	Perception +4, Stealth +8
SQ:	Melt through doors 2d6 hp/round, ignore hardness
Ecology	
Environment:	Your ship
Organisation:	Any
Treasure:	none

from the center of the Siege Mantis. Targets against which the check is successful are dragged 15 ft. towards the Siege Mantis and knocked prone. Firing the artillery is a standard action that does not provoke attacks of opportunity.

Artillery

The machine's primary weapon can only effectively target ships and vehicles. In Ship/Vehicle Combat: Attack: artillery -2 ranged, range incr 8. Projectile is either a shell: 16d6 physical, 20/x2, or a Saboteur missile.

Saboteur Missile (Living Machine version)

Deploys a small living machine into the target ship. The Siege Mantis must hit with a normal attack roll with its primary cannon. If the target ship has any shield strength remaining the attack fails. Once inside the saboteur always tries to find and kill crew members. If no crew remains it will hide and become dormant until the ship is either boarded or further damaged.

Silverfish

A silverfish is a roughly fish-shaped machine, five feet long, four feet tall, and one foot wide. It hovers two feet off the ground with a built-in repulsor which glows white and red, and is visible through large gill-like ventilation slits all over its body. The front end is comprised of an electric cannon with a sensor above it. It moves via repulsor effects, and sees in infrared and radar, granting it blindsight. It has no hearing ability. Its original purpose was a fast-moving tactical scouting and patrol unit, but now it functions like a hovering predator, often hunting prey in groups. Solitary silverfish maintain a small territory, but groups are nomadic. They will attempt to surround large prey and bring them down quickly using



Silverfish

Silverfish	
CR:	3
XP reward:	800
Alignment:	neutral
Size and type:	Medium Living Machine
Initiative:	+7
Senses:	Blindsight 60 ft.; Low-light vision; Perception +9
Defense	
Armor Class:	15, touch 13, flat-footed 12 (+3 dex, +2 natural)
Hit Points:	20 (3d12+3), Regeneration 2
Saves:	Fort +2, Ref +6, Will +1
	Living Machine Traits
Offense	
Speed:	fly 50 ft. (perfect, max altitude 2 ft.)
Ranged:	electric cannon +7 (2d6 electric), incr 40 ft.
Special Attacks:	Electric Discharge
Statistics	
Abilities:	Str 12, Dex 16, Con 12, Int 3, Wis 10, Cha 1
BaB:	+3
CMB:	+4
CMD:	17 (can never be tripped)
Feats:	Improved Initiative, Weapon Focus: Electric Cannon
Skills:	Fly +11, Perception +9, Innate +8 to Fly
SQ:	Group Linking
Ecology	
Environment:	Any planetside
Organisation:	Solitary, groups (3-10)
Treasure:	10% chance of 1 type I psionic receptacle

their electric discharge ability. They are primarily found in large open spaces between buildings, that way they can make use of their mobility when hunting but also have shelter nearby. Larger groups may be more bold and venture into entirely open areas. Silverfish groups have been observed to 'play' with their food in the way dolphins or cats do.

Electric Discharge

A silverfish can send forth a burst of electrical energy that causes 3d6 electrical damage to anything in a 10 ft. radius from itself. It can do this once per hour, and usually does so to either escape from a situation where it is surrounded or bring down a more powerful enemy as a group. A reflex save DC 13 halves the damage taken. Silverfish are immune to the electric discharge of other Silverfish.

Group Linking

Groups of silverfish become more powerful the larger they get. They are able to coordinate their strikes and link power output. Every 2 additional silverfish in a group add: +1 to the electric cannon attack roll, +2 force damage to the electric cannon, and shared sensor data adds a +1 dodge bonus to AC and touch AC. Every silverfish in a group benefits from this. These bonuses can increase up to +6 to-hit, +12 force damage, and +6 to AC.

Spider

Spiders are the most basic form of living machines; infantry that charges at the enemy and uses short-ranged attacks. The body is a foot wide and tall, and three feet long, with its rear end pointing up by thirty degrees. It has six legs jutting out sideways from under the front of its body, right below its electrical discharger and mandibles. It is mainly encountered in urban or underground environments where its short range and slow speed are less of a hindrance than in wide open spaces. They sometimes follow larger units, attempting to steal some of the 'meat' from kills.

Continuous Spider Climb Effect

This allows the spider to move on all solid surfaces at normal speed. This is not a magical effect and can not be dispelled. Spiders prefer to attack in locations where they can make use of this ability to escape and prevent enemies from following them.

Spider	
CR:	1
XP reward:	400
Alignment:	neutral
Size and type:	Medium Living Machine
Initiative:	+6
Senses:	Low-light vision; Perception +5
Defense	
Armor Class:	14, touch 11, flat-footed 13 (+1 dex, +3 natural)
Hit Points:	13 (2d12), Regeneration 1
Saves:	Fort +0, Ref +5, Will +0
	Living Machine Traits
Offense	
Speed:	30 ft.
Melee:	bite +3 (1d6+1)
Special Attacks:	electrical discharge +3 ranged touch, (1d6 electric), max range 20 ft.
Statistics	
Abilities:	Str 12, Dex 12, Con 10, Int 6, Wis 10, Cha 1
BaB:	+2
CMB:	+3
CMD:	14 (22 vs trip)
Feats:	Improved Initiative
Skills:	Perception +6
SQ:	Continuous Spider Climb Effect
Ecology	
Environment:	Any planetside
Organisation:	Solitary, groups (2-8)
Treasure:	5% chance of 1 type I psionic receptacle

Trilobite	
CR:	6
XP reward:	2.400
Alignment:	neutral
Size and type:	Huge Living Machine
Initiative:	+3
Senses:	Perception +5; Tremorsense
Defense	
Armor Class:	16, touch 11, ff.13 (+3 dex, +5 natural, -2 size)
Hit Points:	52 (8d12), Regeneration 2
Saves:	Fort +6, Ref +5, Will +3
	Living Machine Traits
Offense	
Speed:	30 ft.; burrow 20 ft.(10 ft. through rock)
Melee:	bite +12 (2d6+5), or tail spike +12 (2d6+2)
Space:	15 ft.
Reach:	5 ft. (15 ft. with tail)
Special Attacks:	Ground Shake, Swallow Whole (2d6 slashing damage, AC 15, 15 hp)
Statistics	
Abilities:	Str 20, Dex 16, Con 10, Int 7, Wis 12, Cha 1
BaB:	+8
CMB:	+15
CMD:	28 (44 vs trip)
Feats:	Weapon Focus (bite), Weapon Focus (tail spike)
Skills:	Perception +5 (+13 vs creatures touching the ground)
SQ:	Underground Tunneling
Ecology	
Environment:	Underground
Organisation:	Solitary or pairs
Treasure:	15% chance of 1 type II psionic receptacle

Trilobite

This unit resembles a 15 ft. Long black cross between a trilobite and scorpion. It was originally designed as a harvester of organic matter, which would be consumed after a battle and used to create new Living Machines. Now it merely mindlessly devours all matter containing carbon and hydrogen within its territory. This sometimes results in square patches of land mysteriously being cleared of vegetation and wildlife. It will normally focus its appetite on organic matter that does not resist. Only once all such matter is devoured will it attack characters. It will also defend itself when attacked. Once an area has been cleared it will tunnel down and move onwards to the next area. As it was originally designed as a noncombat unit, it does not have Living Machine hardness.

Burrow Speed

20 ft./round through soft dirt, 10 ft./round in hard rock. The tunnel it leaves behind remains intact for 1 hour.

Ground Shake

Can be used once per two rounds as a move-equivalent action that does not provoke attacks of opportunity. Causes a 10x10 ft. area to start shaking violently for one round. A single Trip attempt is made against all targets in this area.

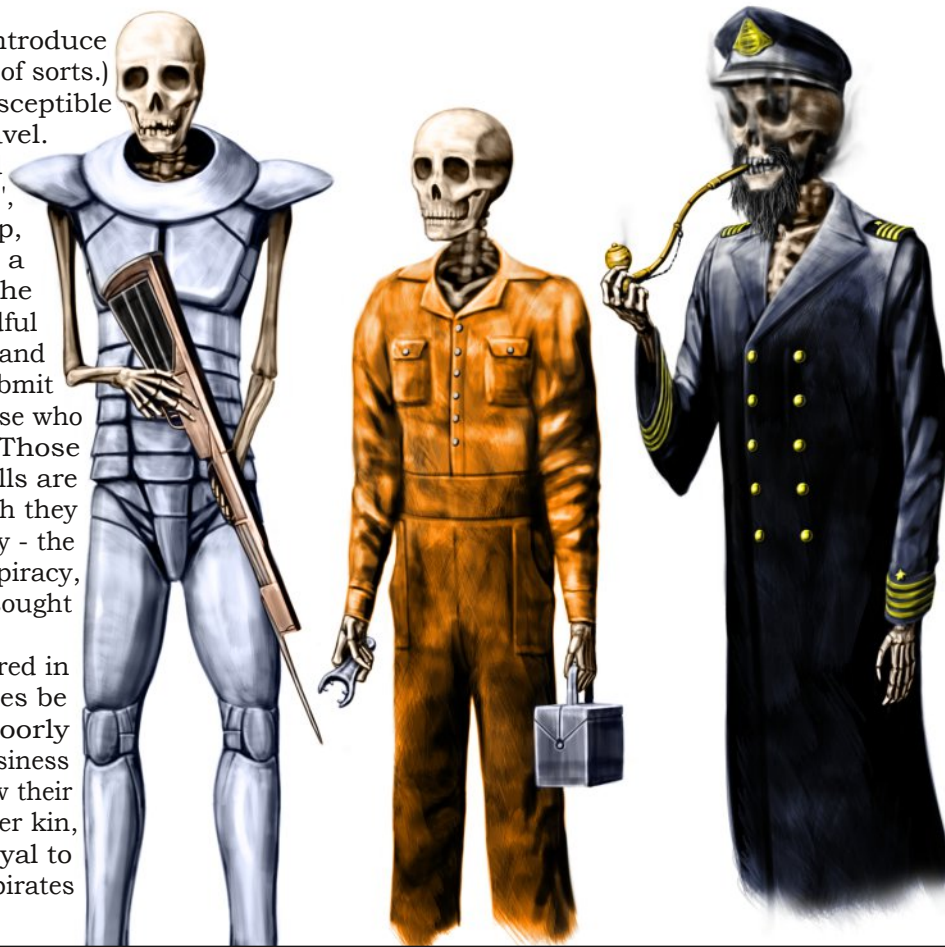
Trilobite



Skeleton Crew

(The Skeleton Crew does not introduce new mechanics, it is rather a faction of sorts.) Not being alive means not being susceptible to most of the dangers of space travel. What started off as a misguided attempt to explore space 'on the cheap', where undead were sent off in cheap, slow-moving spaceships ended up a disaster for local shipping lanes. The undead have organised under a handful of captains, who capture ships to expand their crews and fleets. Those who submit willingly become sentient undead, those who refuse become mindless undead. Those captured who possess no useful skills are still given the option of joining, though they will start at the bottom of the hierarchy - the undead see their efforts not as mere piracy, but as a rebellion against those who sought to exploit them - the living.

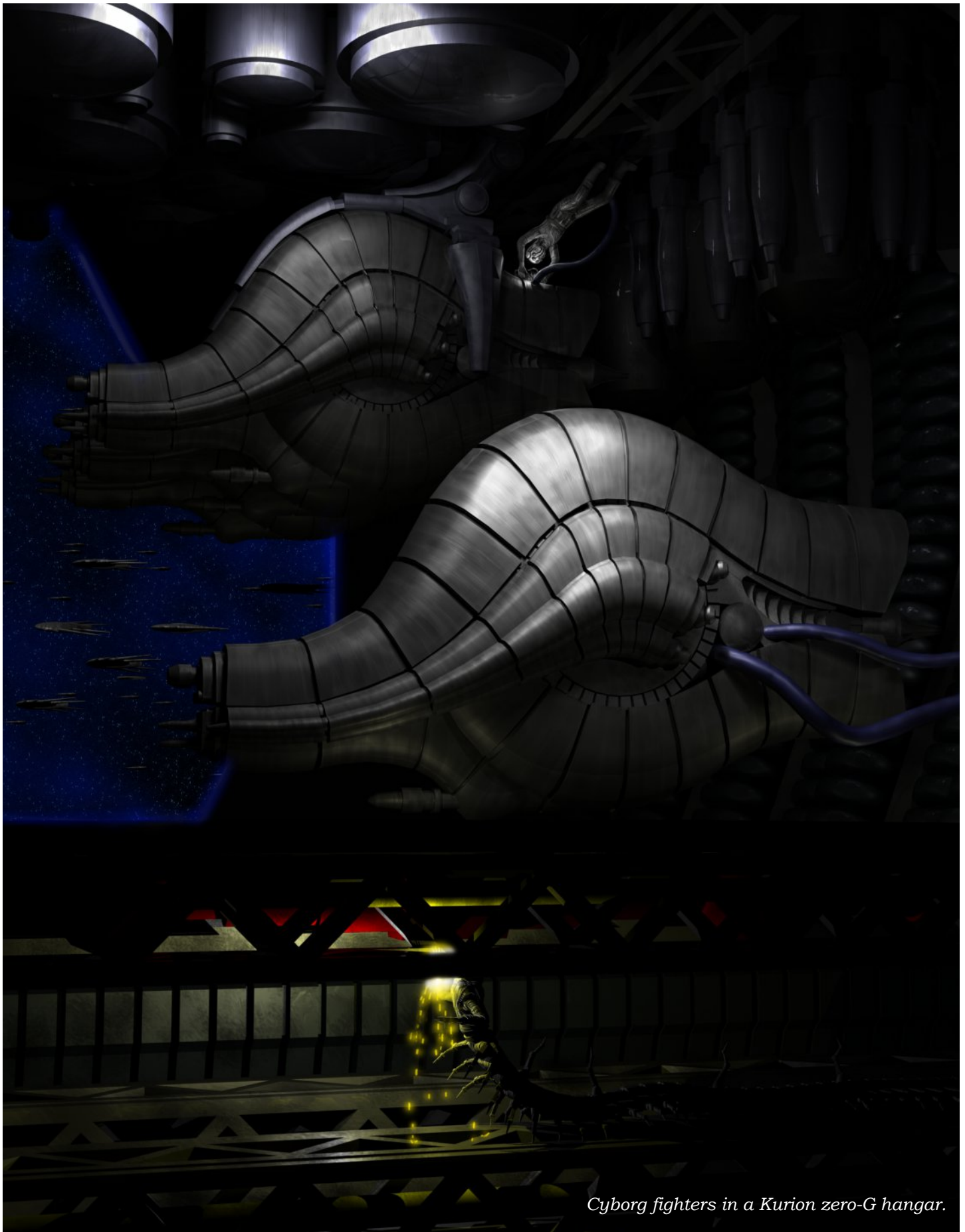
Though normally only encountered in space, these skeletons can sometimes be found performing raids against poorly defended outposts, or simply doing business planetside. It should be no mystery how their wares were obtained. Unlike their lesser kin, these undead are intelligent, and loyal to their captains (or at least as loyal as pirates are going to be).



Skeleton Trooper		Skeleton Space Pirate (level 4 fighter)		
CR:	1	XP reward: 400	4	XP reward: 1.200
Alignment:	Neutral		Any Evil	
Size and type:	Medium Undead	Initiative: +6	Medium Undead	Initiative: +3
Senses:	Darkvision 60 ft.; Perception +0		Darkvision 60 ft.; Perception +0	
Defense				
Armor Class:	18, touch 12, flat-footed 16 (+2 Dex, +2 natural, +4 armor)		21, touch 13, flat-footed 18 (+3 Dex, +2 natural, +6 armor)	
Hit Points:	18 (4d8)		26 (1d8+4d10)	
Saves:	Fort +1, Ref +3, Will +3		Fort +1, Ref +4, Will +2	
	DR 5/bludgeoning; Immune to Cold; Undead Traits		DR 5/bludgeoning; Immune to Cold; Undead Traits	
Offense				
Speed:	30 ft.		40 ft., fly 90 ft. (perfect)	
Melee:	bayonet +4 (1d6+3)		bayonet +6 (1d6+3), or scimitar +7 (1d6+3 / 18-20)	
Ranged:	assault rifle +4 (2d8), incr 100 ft.		laser rifle +10 (2d8+2 fire), or +8/+8 (2d8+2 fire), incr 80 ft.	
Special Attacks:	AR -1(burst),100ft incr.,(4d8), AR +3(autof.),30ft incr.,10x10 ft.,(2d8)			
Statistics				
Abilities:	Str 15, Dex 14, Con -, Int -, Wis 10, Cha 1	BaB: +2	Str 14, Dex 16, Con -, Int 8, Wis 10, Cha 7	BaB: +4
CMB:	+4		+6	
CMD:	16		18	
Feats:	Improved Initiative		Weapon Focus, Specialization: Laser Rifle, Point Blank Shot, Rapid Shot, Precise Shot	
Skills:	-		Computer Use +7	
languages:	-		Common	
Gear:	Assault rifle with bayonet, 5 spare magazines Armor type III (polymeric, partial) with comm system		Laser rifle with bayonet and holographic scope, 5 spare mags, Armor type IV (cerametal, partial) with leg pistons, Comm system, wrist computer, jetpack (repulsor), Masterw. Scimitar	
Ecology				
Environment:	Any		Any	
Organisation:	Any		Any	
Treasure:	none		none	

	Skeleton Ship Captain (level 12 cleric)	Skeleton Heavy Trooper (level 8 fighter)
CR:	12	8
XP reward:	12.800	4.800
Alignment:	Any evil	Any evil
Size and type:	Medium Undead	Medium Undead
Initiative:	+5	+8
Senses:	Darkvision 60 ft.; Perception +4	Darkvision 60 ft.; Perception +0
Aura:		
Defense		
Armor Class:	21, touch 11, flat-footed 20 (+1 Dex, +2 natural, +8 armor)	22, touch 12, flat-footed 20 (+2 Dex, +2 natural, +8 armor)
Hit Points:	58 (1d8+12d8)	48 (1d8+8d10)
Saves:	Fort +8, Ref +5, Will +14	Fort +6, Ref +10, Will +4
	DR 5/bludgeoning; DR 3/-; Immune to Cold; Undead Traits	DR 5/bludgeoning; Immune to Cold; Undead Traits
Offense		
Speed:	20 ft.	30 ft.
Melee:	mace +14/+9 (1d8+3)	bayonet +12/+7 (1d6+6), or greataxe +13/+8 (1d12+6 / x3)
Ranged:	laser rifle +13/+8 (2d8+1d6+1 fire), incr 100 ft.	heavy laser +16/+11 (4d6+2 fire), incr 200 ft., or heavy laser +14/+14/+9 (4d6+2 fire), incr 200 ft.
Special Attacks:	Bleeding Touch (melee touch, 7x/day, 1d6 dmg/round, 6 rounds or until DC 15 heal check or healing spell) Memory Leak 4x/day (single target, range 220 ft.), Computer Use +16 vs target Will Save, success slows Cyborgs, Living Machines, robots for 6 rounds.	heavy laser (autofire) +16 ranged, incr 200 ft., 10x10 ft. 4d6+2 fire
Spells Prepared:	CL 12th; Concentration +16; DC: 14 + spell lvl per day: lvl 0(6), lvl 1(6+1), lvl 2(5+1), lvl 3(5+1), lvl 4(4+1), lvl 5(3+1), lvl 6(2+1)	
lvl 0:	create water, detect magic, enhanced diplomacy, guidance, mending, read magic	
lvl 1:	bless x2, divine favor, doom x2, sanctuary; cause fear	
lvl 2:	desecrate x2, hold person x2, summon monster II; invisibility to machines	
lvl 3:	blindness/deafness x2, magic vestment, contagion, summon monster III; mcMurthy's magnificent lubrication	
lvl 4:	spell immunity, freedom of movement, summon monster IV x2; software recovery	
lvl 5:	slay living, greater command x2; ghost in the machine	
lvl 6:	antilife shell, summon monster VI; magical maintenance lvl 6	
Statistics		
Abilities:	Str 14, Dex 12, Con -, Int 12, Wis 18, Cha 12	Str 18, Dex 18, Con -, Int 12, Wis 10, Cha 8
BaB:	+9	+8
CMB:	+11	+12
CMD:	22	16
Feats:	Combat Casting, Improved Initiative, Leadership, Personal Firearms Proficiency, Mounted Weapons Proficiency, Starship Piloting	Disrupting Shot, Improved Initiative, Point Blank Shot, Rapid Shot, Precise Shot, Heavy Weapons Proficiency, Weapon Focus, Greater Focus, Specialization: Heavy Laser
Skills:	Computer Use +16, Piloting +17, Spellcraft +20	Computer Use +13, Repair +13, Sense Motive +12
languages:	Common, Necril	Common, Necril
SQ:	Spontaneous Casting: Inflict Spontaneous Casting: Technology Domain spells into magical maintenance spells Channel Energy (6d6 negative, Will save DC 20 half) Domains: Death, Technology	Armor Training
Gear:	+1 flaming laser rifle with holographic sight, 5 capacitors, armor type VI (cerametal, partial) with inertial damper, comm system, and wrist computer, masterwork mace	heavy laser with bayonet and holographic scope, 3 capacitors armor type VI (cerametal, partial) with repulsorlift, comm system, wrist computer, masterwork greataxe
Ecology		
Environment:	Any	Any
Organisation:	Usually accompanied by crewmembers	Any
Treasure:	4 vials of unholy water, 20 lbs of silver dust	none

Chapter 4 - Ships and Vehicles



Cyborg fighters in a Kurion zero-G hangar.

Ship Basics

This section covers the basics of spaceships of the setting. The rules for spaceships are divided into three broad categories. First the rules for operating a ship, primarily during combat. Second are the rules for configuring a ship with weapons and systems. Third are optional rules for ship construction, modification and salvaging. After this chapter follows a short chapter containing additional rules specific to vehicle combat.

There are a number of generic ship classes describing any number of ships in operation. Individual performances may vary, but not enough to warrant different entries. Transports can carry anything from cargo, passengers, biospheres, or even entire cities. The statistics listed do not include the effects of installed systems, software, crews, or effects the ship may be under. Unique ship classes differ depending on the era they were designed in. Technologies, tactics, and enemies of various time periods shape the design of these ships. The ship and equipment lists contain mostly technology that is still relevant at the time of the game's setting; older, more obsolete technology can of course be found and bought at reduced prices.

The rules for ship movement both in and out of combat are not realistic. To prevent complex calculations regarding specific impulse, kinetic damage, and distance, there are two movement speeds: Cruise and tactical. Cruise drives create a gravitic effect that moves a ship across a star system at reasonably fast but slower than light speeds, without using reaction mass. Tactical speed relies on plasma thrusters. Rather than using the acceleration they would realistically provide, they system grants them a maximum speed that varies between ships.

Within the setting, owning and operating a warship is legal, though there are areas where freedom of movement is restricted. Space is too vast for planetary governments to patrol while also remaining on guard against hostile empires. But, without interplanetary and interstellar trade, economies would suffer. Private security companies are needed for convoy escort, base security, exploration, and any number of other missions. For this, historic, and economic reasons, private ownership of space combat hardware is legally allowed, provided characters maintain a good reputation and strictly obey laws when anywhere near an inhabited planet. Planetside ship travel is limited to specific and carefully monitored travel lanes. In more crowded airspace, ship operators must clear a flight plan with local authorities prior to takeoff.

Ship Travel

Interplanetary travel and passing through jump points requires a cruise drive. Travel time between planets is measured in days, travelling across a star system, from jump point to jump point takes a week on average. A good rule of thumb for a GM is that jump points are 50 astral units or 7 light hours from the local star. A cruise capable ship covers that distance in 3.5 days, moving at 8.33% of light speed. Cruise drives rely on gravitic effects for movement while low

intensity forcefields nudge small objects out of the ship's path, preventing catastrophic collisions. Large and heavy objects can not be pushed aside and cause the cruise drive to deactivate if the crew does not change course. Cruise drives can not function inside an atmosphere or near the center of a gravity well. Cruise drives consume only energy, not reaction mass.

Ships of corvette size and up have enough on-board supplies to support the crew for at least 2 months. Carrying more supplies will require sacrificing cargo space. Unless otherwise mentioned, a ship protects its crew from all environmental hazards that could be reasonably expected in space.

A Ship in Player Hands

Characters may get away with frequent 'dishonorable' behavior in gunfights but the same may not be true of space battles. There is no way to hide a ship to ship engagement from sensors. If a space battle occurs in an inhabited star system, chances are the media will find out when the light reaches the nearest planet. And, perhaps more importantly, space battles are infrequent enough that they will be scrutinized. Destroying a disabled ship with survivors on board or leaving a crew to die can be considered murder or a war crime, depending on circumstances. (Destroying a disabled ship manned by a fanatical crew who will never surrender will not be held against characters, but targeting escape pods or a ship that has surrendered will at the very least result in a massive loss in reputation and at worst result in being convicted for war crimes and sentenced to life in prison or worse. This of course depends on local notions of right and wrong, and the degree to which law is enforced.

A ship, even a large warship, is not intended as an all-situation 'I win button'. Using a warship as a weapon is only a good idea when the goal is absolute destruction of an enemy and there is no risk of collateral damage. Using one irresponsibly will have severe consequences. Orbital bombardment is considered an atrocity and players who disregard these rules will quickly find themselves being hunted down. A player who owns a powerful spacecraft may feel powerful, but as in any game setting, there is always a bigger fish. The size and type of ship a party operates has a major impact on the tone of a game. It affects what enemies the characters can engage, where they stand in relation to the rest of the setting. Therefore a GM should carefully weigh the amount of ship hardware player characters accumulate. Also a GM should always make sure that their players are aware that there are consequences to their actions; A spaceship in the hands of grossly irresponsible characters is a huge liability.

A Note on Ship Combat Rules

Rather than stating specific weapon ranges and speeds for devices that do not yet exist, their relative capabilities are balanced within the ship combat rules. Distances in combat are measured in squares, which represent no particular unit of measurement and a GM should not feel pressured to give specific distances,

though the distances should not be so great that light lag becomes relevant. Exact ship movement speeds and weapon range increments depend upon the circumstances. Nine squares represent a larger distance in deep space than they do inside an atmosphere. Tactical speed is a reflection of a ship's ability to initiate and withstand acceleration in various directions. Rather than bothering with a complex system with rules for Newtonian movement, the system balances the relative tactical mobility with a flat number. Only when a distance unit is on the order of hundreds of feet can ships not occupy the same square. In space, a single square is a large area and can contain entire fleets. If a fleet moves as a single unit, one marker can represent the entire fleet on the board; the fleet formation can be laid out separately if desired.

Ship Operation

Most tasks require some attention and can not be performed simultaneously. Tasks can be traded between crew members and control of weapons and systems need not be tied to a specific console. Actions are divided into four broad categories, defined by traditional crew roles. Characters are by no means required to limit themselves to these roles exclusively, they are merely listed as such for convenience. The main categories are piloting, gunnery, electronic warfare, and engineering. Coordinating actions is something players will need to work out together, perhaps by

making one character the commander. If they are unable to work as a team, that will impact their performance in ship combat severely. Because spaceships are complex pieces of equipment, the Computer Use, Piloting, and Repair checks described in this chapter can not be performed untrained during combat. The rules as they are presented here make crews a key aspect of ship capabilities - not merely gunners and pilots, but also operators and engineers. The more numerous and skilled crewmembers of a ship are, the more dangerous that ship becomes.

Piloting

- Ship Initiative modifier = (pilot's initiative modifier)
- Ship Reflex save = (pilot's reflex save modifier)
- Ship Armor class = 10 + (ship AC size modifier) + (pilot's dexterity modifier) + (ship armor bonus) + (ship bonuses to AC from systems and software) + optional:(feats, spells, or items that provide a dodge bonus to the pilot's AC)
- Dodging enemy fire and maneuvering takes some amount of attention. Piloting is a move-equivalent action; the pilot can make one attack per round with the weapon (or weapon group) that has been assigned to them. Letting go of the flight controls allows a pilot to use their full attack, but in that round they do not add their modifiers to the ship's AC. Unless a different character takes over piloting, the ship is considered flat footed.

Crew actions in ship and vehicle combat				
role	action	type of action	key qualification	effect
Piloting	Double Move	full round action	Piloting skill	Move at double normal speed. Ground craft only.
Piloting	Evasive Maneuvers	move equivalent	Piloting skill	Increase ship AC, attacks suffer penalty.
Piloting	Ship Grappling	move equivalent	Piloting skill	Attempt to grapple target ship. Requires grapplers.
Piloting	Ship Ramming	move equivalent	Piloting skill	Ram target ship.
Gunnery	Firing a Ship Weapon (or weapon group)	attack action	ranged attack modifier	Fires ship weapon. Limited by weapon's rate of fire.
Gunnery	Manual Control of CIWS	full round action	ranged attack modifier	Shoot down incoming missiles that fool automated CIWS.
Gunnery	Intercept Missiles Without CIWS	readied action	ranged attack modifier	Opposed attack roll to shoot down incoming missiles.
Electronic Warfare	Jam CIWS	standard action	Computer Use skill	Target CIWS can not intercept missiles. Consumes a charge.
Electronic Warfare	Jam Communications	standard action	Computer Use skill	Target can not communicate. Consumes a charge.
Electronic Warfare	Jam Cruise Drive	standard action	Computer Use skill	Target can not charge cruise drive. Consumes a charge.
Electronic Warfare	Jam Tactical Drive	standard action	Computer Use skill	Reduce target speed. Consumes a charge.
Electronic Warfare	Jam Missiles	full round action	Computer Use skill	Disrupt incoming missiles. Does not require a charge.
Electronic Warfare	Jam Navigation Systems	standard action	Computer Use skill	Target suffers penalty to AC. Consumes a charge.
Electronic Warfare	Jam Targetting Sensors	standard action	Computer Use skill	Target suffers miss chance. Consumes a charge.
Electronic Warfare	Achilles Heel Scan	standard action	Computer Use skill	Partially ignore target hull hardness.
Electronic Warfare	Basic Scan	standard action	Computer Use skill	Reveal basic information about target.
Electronic Warfare	System Analysis	standard action	Computer Use skill	Reveal details about specific target weapon or system.
Electronic Warfare	Targetting Assist	standard action	Computer Use skill	Provide bonus to attack rolls against target.
Electronic Warfare	Defense Assist	standard action	Computer Use skill	Provide bonus to AC against attacks from target.
Electronic Warfare	Systems Breach	full round action	Computer Use skill	Provide targetting information to disable target.
Electronic Warfare	Block Scanning	readied action	Computer Use skill	Prevent unwanted enemy scan from succeeding.
Engineering	Damage Control	full round action	Repair skill	Reduce damage taken from attacks.
Engineering	Power up Cruise Drive	full round action	Repair skill	Reduce time until cruise drive is charged.
Engineering	Redirect Power from Weapons to Shields	standard action	Repair skill	Partially recharge shields, but energy weapons can not fire.
Engineering	Shield Remodulation	full round action	Repair skill	Shields gain hardness against one damage type, but suffer vulnerability against all others.
Engineering	Thruster Overload	full round action	Repair skill	Increase speed, engine suffers damage.
Miscellaneous	Delegate to Computer	varies	-	Computer performs one of a number of tasks.

Double Move (full round action)

Ground craft (cars, hoversuits, mecha, treaded tanks, etc.) only. As a full-round action, the pilot can move the craft twice the normal distance, including around corners.

Evasive Maneuvers (move equivalent action)

A pilot can take evasive maneuvers by rolling a Piloting check, granting a bonus to the ship's AC and touch AC, but causing a penalty on all attacks made from that ship. From an enemy perspective the evasive maneuvers seem random, but in truth they have been practiced together with the gunnery team. By timing the shots and maneuvers, the pilot and gunners can attempt to minimize the disruptions to their targeting. Taking 10 is not allowed. A pilot can perform such a series of maneuvers even if they are also the gunner, but they must still make the Piloting check.

Piloting check result:

- 14 or lower: No bonus to AC, and -3 to attacks.
- 15-19: +2 to AC (and touch AC) and -3 to attacks.
- 20-24: +3 to AC (and touch AC) and -2 to attacks.
- 25-29: +4 to AC (and touch AC) and -1 to attacks.
- 30+: +5 to AC (and touch AC), and -0 to attacks.

A pilot can also enter a series of more radical evasive maneuvers. The pilot makes the same Piloting check while the ship gains an additional +2 to AC and touch AC, but the ship can not make any attacks. (This always grants +2 to ship AC and touch AC even on the most abysmal Piloting check result.)

Ship Grappling (move equivalent action)

This action requires the ship to be equipped with a grappler system. Docking with an unwilling and still-mobile target first requires closing to point blank range with the target. Second, it requires the attacking pilot to succeed on an opposed Piloting check. Equal result means the attacker wins. A natural 1 rolled by either pilots results in a collision dealing damage to both ships. This damage is 1d6 for each hull Hit Die the smaller of the two ships has. Hull hardness can reduce this damage. If the target ship has shield strength remaining, the grappling attempt fails. As long as the two ships remain connected, shields can not be raised on either ship and neither can use weapons against the other. If both ships are in the same size category, the two ships are unable to move and are flatfooted while they remain docked. If one ship is one ship size category (ultralight, light, medium, etc) larger than the other, the larger ship can continue moving at -2 speed due to the additional mass and corrections made for off-axis thrust. If the larger ship is two or more size categories larger it can continue moving unimpeded. After the ship has successfully been grappled, the attacking ship needs one round to cut through the target hull (two if the hull is made of neutronium), on the round thereafter boarding crews can enter the target ship.

Ship Ramming (move equivalent action)

The pilot decides before making the check how hard they want to ram the target ship. The number of Hit Dice of the smallest of the two ships will equal the number of damage dice dealt by the collision, to both ships. A gentle collision causes 1d6 damage per Hit Die of the smaller ship. A moderate collision causes 1d10, a hard collision causes 1d20 and a suicide run causes damage equal to the 50-150% of the smaller ship's remaining total, to both ships. The pilots of the two ships make opposed Piloting checks. A higher result for the attacker results in collision. Equal results cause half the amount of intended damage.

Gunnery

Firing a Ship Weapon (Or Weapon Group)

Attack modifier = (ship attack size modifier) + (ship attack modifier from systems and software) + (gunner's BaB) + (gunner's dexterity modifier) + optional:(feats, spells, or items that provide a ranged attack bonus to the gunner)

The gunner can make as many attacks as their iterative attacks allow. However, unless otherwise noted, ship weapons can fire only once per round. The gunner may use a different weapon (or weapon group) for each attack they can make. A gunner with sneak attack abilities (such as sneak attack damage) may apply them to ship weapons if the situation allows it (for example, if the enemy ship is flat footed). Shields usually have weak spots, and sneak attacks and critical hits can affect them.

Manual Control of CIWS (full round action)

A character can assume manual control of a CIWS. They must declare this action and can perform no other actions until their next turn. The character then makes opposed ranged attack rolls against incoming missiles. This CIWS attack is calculated as follows: Character's BaB, + character's dexterity modifier + 5 CIWS bonus. A character who does not have the *mounted weapons proficiency* feat suffers a -4 penalty on the roll. Equal or higher result for the CIWS operator means they destroy an incoming missile. If multiple missiles were launched in that attack the CIWS operator rolls an opposed attack roll for each missile. (If missiles remain in the attack, damage may need to be recalculated.) The gunner can make a number of counter attacks equal to the number the CIWS normally is capable of, but only one attempt per missile. Certain missiles ignore automated CIWS and characters must operate a CIWS manually if they hope to stop them.

Intercept Missiles Without CIWS (readied action)

Gunners can make opposed attack rolls to intercept incoming missiles. This requires them to ready an action and make the attack roll they would normally use for their weapon or weapon group. If their roll

matches or exceeds the enemy missile attack roll they destroy one missile from that attack. (If missiles remain in the attack, damage may need to be recalculated.)

Electronic Warfare

These actions all rely on the Computer Use skill and most require specific systems.

Jamming

This requires a jammer system. All jamming operations are performed as follows: The operator rolls a Computer Use check, the enemy ship's operator makes an opposed check. Equal results mean the attacker wins. If the attacker scores a higher result the difference in roll result determines the effects.

A standard jammer is charged at the start of combat and requires three rounds to recharge. Most actions involving the jammer use up the charge. Until it is recharged the jammer can not be used for actions that require a charge. Jamming requires a line of sight to the enemy ship and for said ship to be visible on scanners. In addition, jammers have a maximum range listed in their ship system entry.

Jam CIWS (standard action)

Overloads the enemy's CIWS with a burst of radiation, causing it to temporarily be disabled. If the enemy ship has multiple CIWS installed, each jamming attempt affects only one. Effect lasts 5 rounds, plus one round for every 5 points by which the attacker's check result exceeds the defender's.

This action requires a charge.

Jam Communications (standard action, on the first round only)

Overload the target ship's communication suite with static, preventing communication. Effects last as long as the jammer remains used for this purpose. Opposed Computer Use checks are made at the start of the attempt and every five rounds thereafter for as long as the jamming remains in effect. If the attacker wins, the jamming is successful and remains for five rounds (or until the jamming attempt is ended by the attacker). If the defender wins, they can communicate freely for five rounds. Anyone communicating with the target ship will be aware of the jamming attempt. The jammer starts recharging as soon as the jamming attempt ends.)

This action requires a charge.

Jam Cruise Drive (standard action)

Temporarily disables an enemy ship's cruise drive. The enemy ship loses any accumulated charge in its cruise drive and can not begin charging for the duration of the effect. Effect lasts one round plus one additional round for every 5 points by which the attacker's check result exceeds the defender's.

This action requires a charge.

Jam Tactical Drive (standard action)

Interferes with an enemy ship drive's electromagnetic plasma constriction. It reduces the enemy ship's engine efficiency, lowering thrust and reducing their tactical speed. This can only be done against ships within the same size category as the attacking ship, or smaller. (ultralight, light, medium, heavy, superheavy) Equal results: -1 speed, attacker wins by 3+ points: -2 speed, 6+ points: -3 speed. Effect lasts 5 rounds.

This action requires a charge.

Jam Missiles (full round action)

When an enemy ship is likely to fire missiles (or torpedoes), the operator can declare this action to spend their entire round jamming enemy missiles. Every time an enemy ship launches a missile attack, the operator rolls a Computer Use check against the enemy attack roll +10. Equal or higher results for the jamming attempt means that missile attack fails, regardless of quantity or type of missiles used. The missiles veer off course and self-destruct after a few moments. This action does not require a line of sight to enemy ships, or even for enemy ships to be visible. The only requirement is that the enemy missile attack passes within the jammer's maximum range. The maximum number of jamming attempts that can be made in a round is equal to the operator's dexterity modifier.

This action does not require a charge.

Jam Navigation Systems (standard action)

Distorts the enemy pilot's view of the outside world. They can no longer predict incoming weapon fire effectively. The enemy ship suffers a penalty to AC. The system provides a +5 equipment bonus on the attacker's Computer Use check. Equal results: -1 AC, attacker wins by 3+ points: -2 AC, 6+ points: -3 AC, 9+ points: -4 AC, 12+ points: -5 AC. Effect lasts 5 rounds.

This action requires a charge.

Jam Targeting Sensors (standard action)

Creates ghosts of the ship on an enemy's sensor screen, and both the real signature and the ghosts jump around randomly. There is a chance each enemy shot fired at the ship misses. The system provides a +5 equipment bonus on the attacker's Computer Use check. Equal results: 10% miss chance, attacker wins by 5+ points: 20% miss chance, 10+ points: 30% miss chance, 15+ points: 40% miss chance, 20+ points: 50% miss chance. Effect lasts 5 rounds.

This action requires a charge.

Scanning

Detailed scans grant the ship bonuses to attack or defense and grants specific information of targets. These actions all require an advanced sensor suite. The standard sensors ships come equipped with are only good for navigation, basic targeting and evasion.

A target ship will always be aware that it is being scanned. If the target ship does not have an advanced sensor suite of its own, it will merely set off a warning that the ship is being scanned. If the target ship does have an advanced sensor suite of its own, the operator will be alerted that their ship is being scanned, and can then make a DC 20 Computer Use check on their next turn to pinpoint the ship that made the scan.

Achilles Heel Scan (standard action)

Scans a ship for weak spots in its armor, vulnerable systems, and power fluctuations. The net result is that on a successful scan, the target's effective hull hardness (regardless of type) is reduced by a number of points for one round. Only the scanning ship, and ships it shares its sensor data with benefit from this. The operator makes a Computer Use check, the result determines the benefit:

Computer Use result:

- 1-14: no benefit
- 15-19: -5 to target's hardness.
- 20-24: -10 to target's hardness.
- 25-30: -15 to target's hardness.
- 31+: -20 to target's hardness.

A character with 5 or more ranks in Craft: Structural gains a +2 synergy bonus on this check.

Basic Scan (standard action)

A basic scan a DC 15 Computer Use check reveals the enemy ship size (mass in tonnes and/or hit dice) and type (fighter, bomber, corvette, etc) number of life signs (but not species), hull material, number and types of weapons (but not exact damage output), installed systems, amount of damage sustained (none, light, moderate, heavy), and rough quantity cargo in tonnes, if any. More detailed information requires separate scans.

System Analysis (standard action)

The operator must succeed on a DC 15 Computer Use check to identify and locate a specific weapon or system. This provides the operator with the exact specifications of that weapon or system.

Targeting Assist (standard action)

The operator must perform a Computer Use check to analyse power fluctuations in the target ship's maneuvering and drive systems to help the gunnery team predict enemy movements. Until the operator's next turn, attacks made against this target are made with a sensor bonus. This targeting data can be shared with other ships. A Character with 5 or more ranks in *Sense Motive* gains a +2 synergy bonus on this check.

Computer Use result:

- 1-14: No benefit.
- 15-19: +2 on attacks.
- 20-24: +3 on attacks.
- 25-29: +4 on attacks.
- 30+: +5 on attacks.

Defense Assist (standard action)

The operator must perform a Computer Use check to analyse power fluctuations in the target ship's weapon and targeting systems to help the pilot time their evasive maneuvers. Until the EW operator's next turn, the ship receives a sensor bonus on its AC (including touch AC) to this specific target. This bonus cannot be added if the ship is flat footed. This sensor data and its benefits can be shared with other ships. A Character with 5 or more ranks in *Sense Motive* gains a +2 synergy bonus on this check.

Computer Use result

- 1-14: No benefit.
- 15-19: +2 on AC and touch AC.
- 20-24: +3 on AC and touch AC.
- 25-29: +4 on AC and touch AC.
- 30+: +5 on AC and touch AC.

Systems Breach (full round action)

When a target ship has been severely damaged (25% hull hit points remaining or less.), the attacking ship can attempt to disable it. First the operator has to provide accurate targeting data, requiring a DC 20 Computer Use check each round. If this check is successful, the gunnery team can make attacks against the engines and power distribution systems at a -4 modifier. Disabling a ship requires dealing damage equal to 25% of the target hull's maximum hit points. The enemy hull's hardness still applies to damage dealt. These attacks do not damage the target ship's hull itself. Once the enemy ship has been disabled it becomes a helpless defender.

Miscellaneous EW Actions

Block Scanning (readied action)

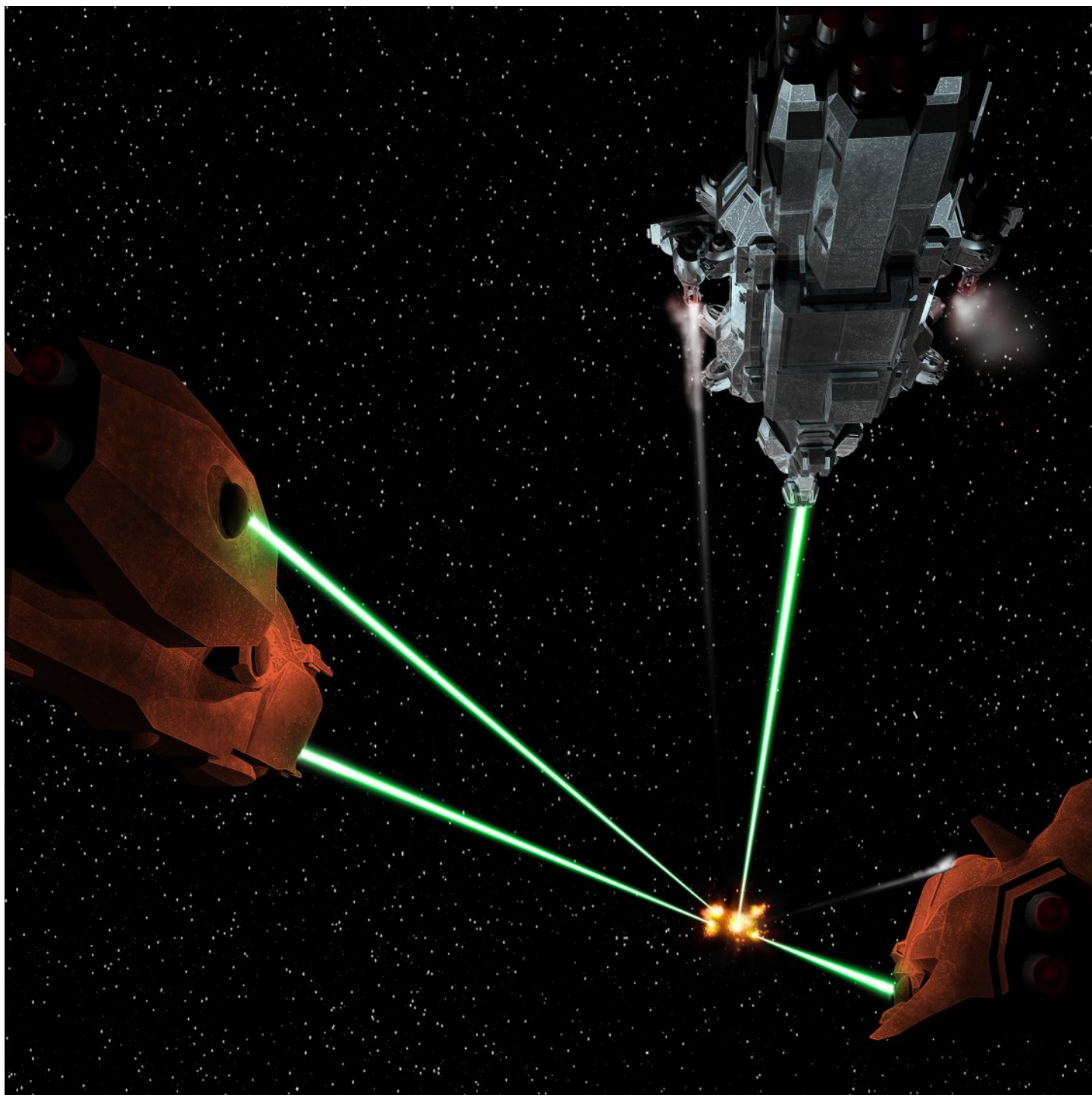
An operator can, if they ready this action, attempt to block the scan from succeeding. They must succeed on a Computer Use check with a DC equal to the enemy scan attempt result +5. This action requires that the ship be equipped with either a shield generator or a jammer.

Engineering

These actions involve modifying or improving performance of ship systems, or performing repairs. These actions are almost always defensive in nature and mostly rely on the Repair skill.

Damage Control (full round action)

The chief engineer announces that they will spend their entire round rerouting power, sealing off damaged sections of the ship, and disconnecting systems to prevent damage from spreading. Until that character's next turn, when the enemy attacks, each time the ship suffers hull damage, the character makes a Repair check. Depending on the result, the damage of that attack is reduced. Attack damage can never be reduced to less than 0. The number of enemy attacks a character can perform damage control on



is limited. They can perform one such attempt per round for every 5 ranks in the Repair skill they have. *Haste* spells or effects allows one additional attempt per round. If the character is not in the engineering section of the ship, they can only make one damage control attempt per round. A character can choose at each enemy attack whether or not to use a damage control attempt on it, but they have to make that decision right there and then. Only one character can perform damage control at a time, but other characters can perform the Aid Another action.

Repair check result:

- 1-14: no benefit
- 15-20: reduce damage by 3d6 points
- 21-25: reduce damage by 4d6 points

- 26-30: reduce damage by 5d6 points
- 31+: reduce damage by 6d6 points

Power up Cruise Drive (full round action)

A ship equipped with cruise drive can use it to escape from an unwinnable engagement. By default, a cruise drive requires 5 rounds to charge up before it can be used. (Example: A ship is suffering severe damage and on round 3, the captain orders a retreat. On round 8, the cruise drive will have charged enough that the ship can escape as its pilot's action that round.) A skilled EW operator can push the device and the reactor past their design limits to decrease that time. As a full-round action they must succeed on a DC 25 Computer Use check to shorten the

charge time by 1 round. (take 10 is not allowed)
Failure means the cruise drive charges at the normal rate. A natural 1 means the cruise drive does not charge at all that round. One attempt can be made each round. Once a cruise drive has been charged, the ship must jump that round, it cannot maintain the charge. If the jump is aborted, it must begin charging anew.

Redirect Power from Weapons to Shields (standard action)

If a ship does not fire its energy weapons, the operator can attempt to reroute some power to the shields. They must make a Repair check. The result determines how successful the attempt is. 15 or higher restores 1d6 shield hit points, 20 or higher restores 2d6, 25 or higher restores 3d6 hit points. The number of hit points restored is multiplied by the number of energy weapons used for this purpose, which must be declared before the attempt is made. The weapons can not fire until the next turn. This action requires that the ship has energy weapons installed and is equipped with a shield generator.

Shield Remodulation (full round action)

By constantly altering shield settings, the operator improves the shield's ability to withstand damage from a specific type. The shield becomes more vulnerable to other damage types. The operator makes a Repair check and can perform no other actions that round. They select one damage type they wish to protect against (physical, fire, electrical, cold, sonic, or acid). Hardness increases against that damage type, but more damage is suffered from all other damage types. These effects only remain while shields have hit points remaining. Once shields are depleted, benefits and vulnerabilities no longer apply. Repair check result:

- 1-10: hardness +0, vulnerability +5
- 11-14: hardness +7, vulnerability +5
- 15-19: hardness +9, vulnerability +5
- 20-24: hardness +11, vulnerability +5
- 25-30: hardness +13, vulnerability +5
- 31+: hardness +15, vulnerability +5

A character with 5 or more ranks in Craft: Electronic gains a +2 synergy bonus on this check.

Thruster Overload (full round action)

A character can attempt to push the ship's tactical thrusters beyond their design limits, at the cost of causing damage. The character rolls a Repair check, the result determines the effect. The check can be performed from either the bridge or the engineering section of the ship. Taking 10 or 20 is never allowed. Repair Check Result:

- 5 or lower: No benefit, 1 damage per hull HD.
- 14 or lower: No benefit, 0.75 damage per hull HD. (rounded down)
- 15-19: Speed +1 (or +10 ft. In case of a vehicle) for 1 round, 0.75 damage per hull HD. (rounded down)

- 20-24: Speed +2 (or +20 ft. In case of a vehicle) for 1 round, 0.5 damage per hull HD. (rounded down)
 - 25-29: Speed +3 (or +30 ft. In case of a vehicle) for 1 round, 0.5 damage per hull HD. (rounded down)
 - 30+: Speed +4 (or +40 ft. In case of a vehicle) for 1 round, 0.5 damage per hull HD. (rounded down)
- Damage reduction is not applied to this damage. Once a ship's thrusters have suffered damage equal to 25% of the ship's maximum hit points, they are disabled. (This does not apply to cruise or rift drives.) Note that this damage is combined with damage suffered from system breach attacks.

Miscellaneous Actions:

Delegating to the Computer

Assigning a target to the ship's auto-targeting system is a standard action, ordering it to cease fire is a free action. On military and company ships, who can issue what order to the ship's computer is strictly defined by rank and station. On any other ship, that needs to be worked out between the crew members. If no EW operator is present, the computer will make the required Computer Use check when the ship is attacked with jammers. Without intuition, guile, or initiative, it is generally at a disadvantage, making the check with only a +4 modifier.

The computer can perform basic procedures like cruising and docking, but with no ability to improvise. It cannot reliably evade enemy fire, perform a docking on a damaged port, or navigate a dense debris field. A ship on autopilot gains no bonus to either AC, touch AC, or attacks, but is at least not considered flat footed. Activating the autopilot and setting flight parameters takes five rounds. This requires a standard action each round.

Space Combat Procedure:

(Note: For a detailed 4-round combat procedure with stat and dice roll breakdown, see appendix.)

Step 1: Surprise Round (requires stealth)

- When a stealth ship chooses to attack another ship, the enemy sensor operator is allowed a Computer Use check with a DC of 25 to detect the approaching stealth ship (advanced sensor suite provides +10 on this check). On a success, initiative is rolled normally. On a failure, the stealth ship chooses where to position itself at the start of combat, relative to the target ship, and fires one full volley, as well as jamming attempts it wants in the surprise round - the target ship is considered flatfooted and does not benefit from the pilot's dexterity bonus. The energy output alerts the target ship to the stealth ship's presence and position, initiative is rolled, and regular combat begins.

Step 2: Rolling Initiative

- The pilots of the ships involved in the fight roll their initiative checks. The GM determines the distance between the various ships based on circumstances. A stealth ship that is detected upon approach will

be detected when it reaches 60 distance units. If a seemingly friendly ship suddenly starts firing it can be considerably closer. An approaching fleet can be detected at extreme ranges but the engagement will not actually start until the enemy approaches within 60 distance units. Targeting and scanning is not possible past 60 distance units.

Step 3: A Round of Combat

A ship can do a number of things in one round, simultaneously. The limiting factors are the installed systems, and number and capabilities of the crew members. Characters on the same ship can act in any initiative order they desire, the initiative the pilot rolled applies to the entire crew. This does not apply to personal combat that may occur during for instance boarding actions - in those cases initiative is rolled separately. Some basic actions are:

- Fly a number of squares, up to the ship's maximum speed.
- Each installed advanced sensor array can be used once per round.
- Each installed jammer can be used once per round.
- Make attack rolls for its weapons. Weapons can be fired at any point during the ship's movement. Unless otherwise specified, each weapon can fire once per round.

Step 4: Ending Combat

Combat is over when:

- One side is destroyed or disabled.
- One side has surrendered, and powered down their shields, weapons, and engines.
- One side has fled the engagement by flying out of their enemy's effective firing range (60 distance units), at a speed their enemy cannot match, or by using a cruise drive without the enemy pursuing, or by using a rift drive.

Note: The 60 distance unit limit exists to place a limit on the range of engagements. If players attempt to use this limit and the combat round system by being inside the maximum range when it is their turn, and outside the maximum range when it is the enemy's turn, the GM could simply have the enemy gunners and operators prepare their actions to fire as soon as the player ship re-enters the combat area, or temporarily suspend the range limit until the players decide to actually withdraw from the engagement. If a GM feels that the 60 distance units rule will cause combat to be tedious, they can reduce that to a smaller number, though this will alter weapon balance as good range increments become less relevant.

Ship Destruction

A ship continues functioning as long as it has at least 1 hit point remaining. Once it reaches 0 hit points it is disabled. At -5% of maximum hull hit points it is lost. For five rounds, secondary explosions and shrapnel cause damage to characters still on board. On the first

round this is 1d6 piercing and 1d6 fire (reflex save DC 15 half). Each round, this damage increases by 1d6 for each damage type, and the save DC increases by 1. Any characters who have not made it to an escape pod on the sixth round suffer 6d6 piercing and 6d6 fire damage (no save) as the ship is destroyed. After that, survivors must face the elements, depending on where the ship was when it was destroyed.

Escape pods are designed to survive the destruction of the ship, even if they are not launched in time. Characters inside an escape pod do not suffer damage from the ship's death. Launching an escape pod from the inside is a free action.

If a layout of the ship is available, characters can make their way to the escape pod across the grid at whatever speed they are capable of. If not, the GM can simply let players roll 1d4 to determine how many rounds the characters need to escape. Ships typically have at least one escape pod hatch (hidden behind a wall panel) on the bridge and at locations where personnel is guaranteed to be.

Mass Combat (optional rule)

If there are a large number of ships on the map, it can help to adopt these variant rules for ship combat:

- Damage is not rolled, nor are critical hits. Maximum damage is dealt, and damage reduction is applied twice. So a 10d6 attack on a hull with DR10 becomes $60 - (2 \times 10) = 40$ damage.
- Initiative is handled per fleet. All units part of the same fleet or faction will act on the initiative of their fleet commander.
- When weapon energy is redirected to shields the number of points restored is maximized. For example one directed energy weapon and a Computer Use result of 16 yields a 1d6, which becomes 6 points restored.

Point-Blank Combat (optional rule)

- If a battle takes place in very close quarters, for example inside a large space station or asteroid, all range increments are ignored - no range penalties are applied. Ships can still only move their regular number of squares.

Planetside Ship Combat (optional rule)

- Inside an atmosphere, more aerodynamic shapes have a speed advantage. Ultralight ships (30HD or smaller) can move at double speed.
- The horizon imposes limitations on detection ranges. Depending on altitude, the GM can implement a maximum sensor range. (Note that this does not take into account relayed information from satellites or ships in orbit.)

Combat at Cruise Speed (optional rules)

There are two ways a combat can occur during cruise speed. The first and most common is two ships or fleets moving at cruise speed meeting. Intercepting a ship in cruise drive is possible but overtaking a fleeing

ship is not unless the target ship has an obsolete cruise drive. (GM discretion) When the ships or fleets meet, they enter the same cruise drive tunnel.

The second is one ship giving chase when another ship enters cruise drive. When an enemy ship uses its cruise drive to escape combat there is a short window during which a ship can give chase. The pursuing ship must jump to cruise speed no later than 1 round after their quarry does. If they succeed, the engagement continues inside the cruise drive tunnel.

Inside a cruise drive tunnel, the same rules regarding stealth, detection, and initiative apply. After that the normal rules for ship combat and actions apply, except the engagement occurs close enough that range increments are ignored. If either ship moves more than 60 distance units from the other, the ships move beyond each other's cruise tunnel event horizon and the cruise tunnels separate. If a ship's cruise drive is disabled that ship immediately drops out of cruise speed. If a ship is destroyed it also drops out of cruise speed. Objects such as debris, lost cargo, projectiles and missiles drop out of cruise speed after one round.

Balancing Ship to Ship Combat

When players make or level their characters, the GM should inform them of the role ship combat will play, and the roles player characters can play in it. If a game is to have ship and/or vehicle combat it is important that each player character has a relevant contribution to make. If the group is large or players want a lot to do, the GM could create a game where the group operates multiple ships. Players becoming bored can become an issue especially if characters were not created with ship/vehicle combat in mind. In such a situation the GM could consider granting every player character in the group bonus technology-related feats and/or skill ranks if the player characters can not reasonably become useful to ship combat within the limitations of their class progression and abilities.

Between character level, specialization, ship size, class, equipment and spells, there are many factors affecting a ship's combat capabilities. It is recommended to start space and/or vehicle battles off small, and gradually increase the difficulty and number of opponents. It will take a few skirmishes before the GM has a good feel of how well the characters do in their ship. Once the players and GM have a feel for their capabilities, they will be able to make reasonable guesses as to whether or not a fight can be won. In the case of major engagements, the GM should either give the players a reasonable guess as to what they will be facing, or scale the encounter to match the

player ship's capabilities.

Ship to ship combat can be difficult to balance. A few bad rolls can drastically alter the outcome of a battle. There are no challenge ratings for enemy ships, nor are there guidelines for what ship is appropriate for the characters to have, though a corvette is the minimum characters will realistically need to make long journeys. There are however some patterns that will emerge. As characters gain levels, their attack modifiers increase rapidly, but the armor class of their ship will rise more slowly, as it depends more on equipment purchased. As a result, high-level characters will be well-able to destroy enemy ships, but less able to stop the enemy from damaging or destroying their own ship (though they will still outperform an NPC ship by a considerable margin).

Variations Between Game Systems

Should characters have a defense rating rather than an armor class, and/or gain additional bonuses that dramatically increase ship AC (such as class defense bonuses), and/or benefit from significantly lower Base Attack Bonuses, that will alter the balance of ship combat. To prevent ship combat from becoming tedious, a GM could for example do one of the following:

- Increase the bonuses from targeting scans with an advanced sensor array.
- Reduce or eliminate the natural armor bonus ships receive.



Haziioth medium fighter

- Grant a ship a flat bonus to attacks based on the targeting software it is equipped with.
- Grant a ship a flat bonus to attacks based on the basic scanner it is equipped with. Each ship is by

default equipped with a basic sensor. A civilian ship's sensor would provide no attack modifier, more advanced and military scanners provide attack bonuses between +1 and +5, and cost exponentially more.

Crew Protection

These rules apply to ships as well as vehicles. They will however in practice almost exclusively come into play when vehicles are involved.

Open Craft

Open craft such as a jeep or convertible grant partial cover, and a +2 bonus to reflex saves against area effects from outside the vehicle. Other saving throws are unaffected.

Enclosed Craft

Enclosed vehicles and ships grant full cover, the crew can not be struck by spells, effects, or attacks from outside while the hull remains in one piece. Because of the likelihood of hull breaches it is standard practice on warships to wear sealed armor during combat. Wearing the helmet at all times is not required, though it must be kept handy; violent decompression only occurs after catastrophic damage, which likely kills the crew as well.

Openings

If a vehicle has openings such as open hatches or windows, the vehicle continues to provide protection against direct or area effect damage unless the attacker has a direct line of sight against a crew member through the opening. The vehicle provides no protection against attacks such as poison gas, *cloudkill*, and *horrid wilting*.

Transparency

If a vehicle has transparent areas such as windows or a canopy, the interior is considered to be within line of sight to attackers on the outside. However, attacks and spells that are stopped by solid matter can still not penetrate. An attacker could cast mind-affecting spells on the crew inside, summon a creature inside the vehicle, cast a light-based spell (such as *searing light*), or fire a light-based weapon such as a laser at crew members behind the transparent area.

Ship Configuration

Design Considerations

Stresses on a ship's frame become more relevant in larger hulls. Because combat tends to involve a lot of maneuvering, larger ships usually have slower speeds reflecting their lower acceleration and turning rate. Fighters however, operate in the same medium as capital ships, and their speed advantage is small enough that a capital ship with the proper equipment can move as fast or faster. Strategically, the speed of a ship depends on the efficiency of its cruise drive. All ships

are equipped with a basic ECM suite that prevents accurate extreme-range targeting (but does not provide stealth) and stations can slowly reposition themselves to dodge extreme-range kinetic attacks. Computer systems have not advanced yet (and are not expected to) to the point where they can replace human operators. Aside from drone fighters and robot freighters, most ships are crewed. Since the discovery of artificial gravity, ships can efficiently fight in planetside battles as well as in space. With weight no longer a consideration, the performance of various war machines creeps closer together, where the line between a hovertank, a ground attack fighter, or a small spacecraft can become blurred.

General Ship Classes

Ship sizes are more or less comparable to contemporary naval ship sizes. The technology exists to build larger ships, but for many purposes larger ships are not cost effective.

- **Fighter craft:** Tactics against larger ships generally involve staying outside the effective range of enemy weapons while launching missile volleys. This way, ships and fleets with no fighter escorts or long range weapons can be weakened or destroyed by repeated attacks. If a fleet does have the ability to effectively target the fighters, said fighters often experience heavy attrition. Fighters are also commonly used in atmospheric combat, where their speed and maneuverability improve their survivability relative to larger, more expensive ships. In a point blank slugging match against larger ships fighters fare about as well as speedboats would against naval cruisers and must rely on superior numbers. Fighters are also politically cheaper, as a government can afford to lose a few fighters, while losing capital ships would be more problematic domestically. Smaller ships also have a larger surface to volume ratio and can dissipate heat faster. This allows them to be proportionally more heavily armed than larger ships. Being short-range craft allows them to do away with features required for crew endurance though this technically applies to any short-range ship. Finally the small size grants fighters a significant AC and to-hit advantage over larger ships in combat.
- **Corvettes** are just large enough to operate independently. They serve as long range scouts and are fast enough to perform long range hit and run attacks against larger ships like fighters do. In planetside combat they tend to serve as large hovertanks. Hugging the ground allows fewer enemy gunners to target the ship at once. Their main drawback is their high cost relative to actual hovertanks; most militaries do not consider them cost-effective in that role.
- **Frigates and destroyers** are used primarily to fight other ships in straight up battles. They are rarely used in atmospheric combat due to their high cost. When they are, they are more likely used as floating artillery than front-line combatants.
- **Cruisers** are built for one purpose: slugging matches with other large ships. Due to their high cost they

are not used in atmospheric attacks outside of desperation tactics.

- Carriers carry fighters and light ships, and provide refueling and repair services to a fleet. They range in design from armed and armored mobile fortresses to bare-bone lattices with maintenance modules and engines bolted on.
- Transport ships range in size from small shuttles to kilometer long barges. The larger ones usually follow a modular design, with a relatively small command and habitation module and a much larger cargo area. Cruise liners, personal yachts, and ferries are often designed to be aesthetically pleasing and aerodynamic. Transports are sometimes used as makeshift carriers though do not have the ability to service fighters.

Ship Statistics

Hull Hardness stops a number of damage points per attack. The attack modifier represents unusually accurate or inaccurate targeting systems. The smallest ships do not have cruise drives. A number of systems can be installed for either defensive or offensive purposes. The sheer size of some spaceships require that new size categories be invented to describe them. Those penalties apply to their armor class only, not their attacks.

Ship Logistics

- Purchase cost assumes the ship is in good working order. There are no penalties or discounts for used ships, aside from the peculiarities of specific ships. (GM discretion) The sale of large warships is regulated or outright forbidden on many planets.
- The default cost for repairs at a shipyard is 1.000 credits per hit point. This includes the cost of parts and assumes the ship is still in one piece. An entirely destroyed ship can only be salvaged. To perform repairs oneself, a character must have access to appropriate tools and succeed on a Repair check.
- A ship's tankage typically contains 10% of the dry mass of the hull in fuel. Unless otherwise stated, this is sufficient for one hundred minutes (or 1.000 combat rounds) at full burn - this is only a factor during combat. Fuel consumption is up to GM discretion; if a ship only moves at half speed during a 20-round battle, the GM can declare that only 1 minute of fuel has been consumed. The default cost for refueling is 1.000 credits per tonne of fuel. This covers both reaction mass and reactor fuel. When fuel runs out, the ship can still slowly move strategically, but its tactical movement speed is 0 and its tactical shield recharge rate is 0. It will be flat-footed during combat.
- The minimum crew listed is the norm for NPC ships. In the case of larger ships, that includes damage

generic ship classes		hit	hit	mass	size modifier		length		cargo		slots		docking		purchase	
	category	dice	points	(tonnes)	attack	armor	speed	(feet)	crew	(tonnes)	armor	systems	weapons	bays	cruise	cost (credits)
drone fighter	ultralight	4d20	80	4	-2	-2	8	15	0	0	1	1	1	0	no	2.940.000
light fighter	ultralight	7d20	160	24	-4	-4	8	30	1	0,5	3	2	1	0	no	6.900.000
medium fighter	ultralight	9d20	180	40	-4	-4	8	40	1	0,5	3	2	2	0	yes	17.100.000
bomber	ultralight	15d20	300	150	-8	-8	6	120	3	10	3	3	3	0	yes	32.100.000
assault transport	ultralight	15d20	300	250	-8	-8	6	150	2	200	3	3	3	0	yes	32.100.000
cutter	light	30d20	600	5.000	-8	-8	6	225	2	100	3	5	5	0	yes	103.000.000
corvette	light	40d20	800	8.000	-8	-8	6	300	3	200	3	6	6	0	yes	146.000.000
light frigate	light	50d20	1.000	10.000	-8	-8	6	340	5	250	3	7	7	0	yes	208.200.000
frigate	light	60d20	1.200	12.000	-8	-10	5	375	10	300	3	7	8	1	yes	262.900.000
destroyer	light	80d20	1.600	16.000	-8	-10	5	450	30	400	3	8	10	2	yes	382.200.000
escort carrier	medium	120d20	2.400	120.000	-8	-12	5	600	150	3.000	3	8	8	20	yes	1.065.400.000
cruiser	medium	200d20	4.000	200.000	-8	-14	4	700	100	3.000	4	8	14	4	yes	2.656.600.000
carrier	medium	200d20	4.000	200.000	-8	-14	4	800	300	30.000	3	8	8	40	yes	3.680.600.000
small shuttle	ultralight	6d20	120	20	-8	-8	5	80	1	20	3	2	1	0	no	7.900.000
light transport	light	36d20	720	8.000	-8	-8	3	450	3	3.000	3	2	1	0	yes	90.200.000
medium transport	medium	125d20	2.500	100.000	-8	-14	2	800	20	30.000	3	2	2	2	yes	620.900.000
heavy transport	heavy	350d20	7.000	400.000	-8	-16	2	2.000	80	120.000	3	3	2	2	yes	3.487.200.000
generic planetside craft																
drone (hover)	vehicle	3d20	60	3	-1	-1	80ft	10	0	0	1	1	1	0	-	1.860.000
drone (mecha)	vehicle	4d20	80	6	-1	-1	40ft	10	0	0	3	1	1	0	-	1.660.000
tracked tank	vehicle	6d20	120	60	-2	-2	60ft	25	2	2	5	1	1	0	-	2.200.000
hovertank	vehicle	6d20	120	60	-2	-2	80ft	25	2	2	5	1	1	0	-	4.200.000
bipedal mecha	vehicle	8d20	160	80	-2	-2	50ft	10	2	2	4	1	1	0	-	4.050.000
spidermech	vehicle	12d20	240	120	-4	-4	30ft	35	3	10	5	2	2	0	-	9.000.000
defense platform	vehicle	24d20	480	1000	-8	-8	20ft	200	4	40	5	4	4	1	-	34.600.000
car	vehicle	3d20	60	1	-2	-2	100ft	15	1	0,5	2	0	0	0	-	15.000
hovercar	vehicle	3d20	60	1	-2	-2	100ft	15	1	0,5	2	0	0	0	-	500.000
hover limousine	vehicle	6d20	120	8	-2	-2	100ft	20	1	1	3	1	0	0	yes	4.800.000
truck	vehicle	6d20	120	15	-8	-8	60ft	70	1	30	2	0	0	0	-	60.000
hovertruck	vehicle	6d20	120	15	-8	-8	80ft	70	1	30	2	0	0	0	-	2.000.000

hardness: A ship's hardness depends on the material its hull is built with. Steel: 10, polymeric alloys: 20, cerametal: 30, neutronium: 40.

Ground craft have a number of slots to mount small-arms equal to their number of normal weapon slots. These weapons are operated from inside as standard mounted weapons.

control and repair teams. Fighters require maintenance and repair crews between battles. A ship can be operated with fewer personnel if players want to but there may be penalties such as fatigue. For example during longer missions that involve crew shifts, there will always need to be some personnel on the bridge. (GM discretion)

- The listed cargo capacity is spare capacity, supplies required by the ship and crew are stored separately. Unless otherwise stated, a corvette or larger ship can support its listed crew for 2 months without cutting into cargo space.
- Unless otherwise specified, all ships can enter an atmosphere and land on a 1G planet.

Default Equipment

Unless stated otherwise, all new ships are equipped with the following:

- A reactor that is large enough to power a ship's systems. (A 20HD hull requires a mk.20 reactor, a 180HD hull requires a mk.180 reactor, and so forth.)
- Engines. This includes gravitic cruise drives for ships that can mount them. FTL drives are not commercially available. An engine system includes tankage and when relevant, maneuvering thrusters. The same rules for size apply. A 20HD hull requires a mk.20 tactical drive, and a mk.20 cruise drive. A specific engine may have a different name, but if it goes into a 20HD hull, it is classified as a mk.20.
- Gravity generators allowing the ship to hover and provide artificial gravity to its crew outside a gravity well.
- Basic sensors that can handle navigation and in the case of warships, targeting.
- A communication suite based on electromagnetic waves. This includes regular radio and laser communication systems.
- A basic ECM suite that prevents the ship from being targeted or scanned at extreme ranges. This does not provide stealth or short range protection of any kind.
- Shielding that protects against background radiation and micrometeorites. It provides no protection against attacks.
- Basic software required for the operation of the ship.
- All 'normal' crewed ships are equipped with emergency escape pod systems. (Cyborg Slave ships typically do not.)

Engines

Plasma Thrusters

These are the basic engines the vast majority of ships are equipped with. They are used for maneuvering and rapid acceleration, primarily during combat. To have a tactical movement speed, ships must have these engines installed.

Gravitic Cruise Drive

This drive system is present in most ships. Only small fighters and drones lack one. It is used to travel interplanetary distances with reasonable speed and

efficiency. It is also required in order to jump through a jump point to the next star system. It can not be used to enter combat, the drive will deactivate at the edge of tactical combat range.

Psionic Rift Drive

These devices are extremely expensive and their functioning is poorly understood. They do not even resemble engines as such, but are black solid cylinders 19,2 foot long and 4,1 foot in diameter, covered in tubing that glows green when active. They allow independent faster than light jumps. Only larger ships (40 Hit Dice and larger) can house them and the larger the ship, the more difficult and expensive the rift drive will be to produce. They are extremely rare as they are incredibly difficult and costly to produce and all known laboratories that manufactured them were destroyed during the last war.

A rift drive's power is rated in Mega Cuils. (The number corresponds with the largest hull size it supports.) The minimum ship size required for a rift drive is generally 40HD, but there might be exceptions, and not all large ships can support a rift drive. (GM discretion) The rift drive requires an organic mind to operate and has a maximum range of 127 light years per jump normally, 30 light years more if the operator is psychic. The operator must have visited the target star system at least once before, either in person or in a dream.

Powering up for a rift jump requires 10 rounds of not moving (relative to local gravity or absence thereof) and routing all drive and weapons power to the rift drive. This process can be sped up by one round as a full-round action with a DC 30 Psicraft check or a DC 40 Spellcraft check. Failure by 10 points or more results in the time being prolonged by one round.

Forming a stable rift requires the ship to clear any gravity wells. In a practical sense this means the ship must be further away from the local star(s) than at least the orbit of the furthest planet. Its arrival location in the target system is likewise on the outskirts. Attempting to either jump into or out of a system near a planet or star carries the risk of disastrous failure. (roll 1d100: 1 - ship embeds itself in celestial object, 2-10 - gravitic stress causes 1d20 damage to the ship per HD (DR does not apply), 11-20 - 1d10 damage per HD (DR does not apply).)

After jumping, the rift drive requires a 24 hour (local time frame) cool-down period. It does not permit jumping through time and always corrects its exit time to match the temporal correction employed by the jump point network that links sectors. (Time passes slightly slower in star systems closer to the edge of the galaxy. It is not enough to be remotely noticeable in a human lifetime, but the designers were likely not human.)

A rift drive has 100 hit points and a hardness of 40. It is immune to all elemental and force-based damage. Should a rift drive be damaged, it will repair itself at a rate of 10 hit points per hour. The repair cannot be accelerated nor can it be repaired manually. It must be at full hit points to make a jump, it will not

function otherwise. A rift drive is destroyed if it reaches -10 hit points. If destroyed, a rift drive cannot be repaired, though individual components continue to regenerate themselves. Typically, 1d10 'components' can be salvaged. 20 are required to form a functioning rift drive. Assembling a rift drive takes 24 hours of uninterrupted work. Assembling a rift drive requires a DC 30 Psicraft check, a DC 40 Spellcraft check, or a DC 50 intelligence check. Taking 10 is not possible. After construction is complete the rift drive comes into existence at the start of the work and the work ends up never having taken place. The temporal alteration means characters will not remember anything, and will need to make the same check the each time they assemble a rift drive. However, doing this work repeatedly may make a person psionically sensitive. (GM discretion) Failure results in 24 hours of wasted time and the people involved becoming fatigued.

Rift drives count as major artifacts for purposes of detecting magic or psionic energy and their functioning is beyond mortal comprehension. Trying to adjust their performance or behavior is a Bad Idea.

General Ship Systems

These can enhance either offensive, defensive, mobility, or utility functions. For example shields, CIWS, advanced sensor arrays, and stasis pods fall in this category. General systems come in size categories ultralight, light, medium, heavy, and superheavy, indicating which size category ship can mount them. An ultralight ship can only mount ultralight systems, a light ship can only mount light systems, and so forth. With some wriggling, equipment can be removed from one ship and installed in another, provided they are in the same size category.

Each ship class can have a specific maximum number of systems installed. The systems listed are the norm for military ships. Obsolete systems will cost proportionally less - a shield generator that projects a shield half as strong as the listed one will cost half as much. Superior systems are not commonly sold but should they be sold, they will be exponentially more expensive. Systems installed do not count against a ship's cargo capacity.

Achilles Targeting Unit

This system analyses the target's hull for weaknesses, fatigue micro-fractures, and battle damage. Attacks ignore 5 points of hardness, this effect stacks with the ability of some weapons to penetrate hardness, and the Achilles Heel Scan action.

Advanced Sensor Suite

Allows an operator to perform detailed scans of ships, stations, asteroids, and analyze a planet's atmosphere and ecology. A sensor suite can only perform one scan per round. (Though multiple sensors can be installed to circumvent this limitation.) For details on specific scanning actions, see scanning under Electronic Warfare in Ship Operation.

CIWS

CIWS protects a ship from missile and torpedo attacks. Each CIWS has a maximum number of missiles it can stop per round and a percentage hit chance per automated attempt. Each attempt is rolled separately but only one attempt can be made per incoming missile. The stop chance against torpedoes is always 100%. The listed number of missiles that can be stopped applies to the ultralight version. Larger ships can stop +1 missile per size category. (light: +1, medium: +2, heavy: +3, superheavy: +4) Ships in adjacent squares are protected by each other's CIWS. A CIWS is by default automated in operation, but its settings can be altered. It can distinguish between torpedoes and missiles, and can be set to attack only one or the other. Altering the setting is a free action by one of the crew members. While CIWS is in automatic mode the ship benefits from its protection even if the crew is flatfooted.

CIWS can also be operated manually by a highly skilled gunner for a higher hit chance. See the Gunnery section in Ship Operation for details.

Grappler System

This is a low-cost solution enabling forceful docking with unwilling and still-mobile targets. The system includes actual grapplers strong enough to hold two ships together, regardless of difference in size, automated cutting tools to create an opening in the target hull, and an adaptive docking port to create a sealed connection to the target hull. Larger ships can have multiple such docking ports. (1 for ultralight ships, 2 for light ships, 4 for medium, 8 for heavy, and 16 for superheavy.) The size category of the target ship similarly limits the number of docking ports that can be inserted; a medium ship with 4 docking ports that attempts to board a light ship can only connect with 2 ports. The advantage of this system is that it can be used without significantly damaging the target hull.

Jammer

Jammers are used to disrupt the functioning of an enemy ship's systems. Their use requires a character with ranks in the Computer Use skill. For information on rules regarding their use, see the jammer section under Electronic Warfare in ship combat. Jammers have a maximum range, the default being 30 distance units. Every additional distance unit adds 10% to the system cost. A jammer's maximum range can not be upgraded to more than 60 distance units. (The GM may wish to limit the maximum range of jammers further, to prevent unbalanced tactics.)

Living Life Support

Self-contained organic life support units spread throughout the ship, require virtually no maintenance, and will regrow after suffering damage. Even after the ship is completely destroyed the wreckage will have life support for a month. (Though characters

ship/vehicle systems	system slots	purchase cost	crafting DC	crafting time (days)	effect
defense					
shield generator	1	400.000	craft: electronic 28	6	shield strength 40%
barrier projector	2	1.200.000	craft: electronic 32	12	shield strength 60%, recharge 10 hp/round, hardness +10
shield capacitor	1	200.000	craft: electronic 24	4	shield strength +40%
shield regenerator	1	400.000	craft: electronic 26	4	shield recharge increases by ship size: ultralight: +10, light: +20, medium: +40, heavy: +80, superheavy: +160 hp/round
ECM suite	1	400.000	craft: electronic 28	4	ship AC and touch AC +2 (even when flatfooted or blinded)
laser CIWS	1	400.000	craft: electronic 26	4	50% chance of stopping 5 missiles/round
missile CIWS	1	1.000.000	craft: electronic 32	10	75% chance of stopping 4 missiles/round capacity: 40 fragmentation missiles (5.000 credits each) (each size category adds 20 ammunition capacity)
gravitic missile deflector	1	400.000	craft: electronic 28	4	armor class +6 against missiles/torpedoes
Thermal Suppression Field	1	800.000	craft: electronic 28	8	hull gains +10 hardness against fire damage
Reactive Armor	1	800.000	craft: electronic 28	8	hull gains +10 hardness against piercing damage
automated damage control	1	800.000	craft: mechanical 26	8	hull is immune to critical hits/sneak attack dmg, and gains +5 hardness
automated repair system	1	1.000.000	craft: mechanical 24	10	drones repair 2d6 hull hit points per hour (4d6 for light ships, 8d6 for medium, 16d6 for heavy, 32d6 for superheavy.)
stealth system	1	5.000.000	craft: electronic 50	30	hides ship from long-range sensors
offense					
achilles targeting unit	1	400.000	craft: electronic 30	4	weapons ignore 5 points of enemy hull hardness
ECCM suite	1	400.000	craft: electronic 26	4	increases the ship's attack modifier by 2
grappler system	1	300.000	craft: mechanical 26	3	allows boarding operations against undamaged, mobile enemies
gravitic targeting stabilizer	1	400.000	craft: electronic 28	4	projectile weapons range increment increase by 4
jammer	1	2.000.000	craft: electronic 30	12	allows attacks against enemy sensors, comms, CIWS, missiles, etc.
weapon energy capacitor	1	400.000	craft: electronic 26	4	energy weapons deal +1 die damage each
other					
advanced sensor suite	1	2.000.000	craft: electronic 28	10	tactical scanning for information, attack, AC bonuses, etc
extra fuel tanks	1	160.000	craft: structural 24	3	doubles fuel capacity
living life support	1	40.000	craft: electronic 20	4	efficient life support system cuts down on cost
reactor upgrade	2	1.200.000	craft: electronic 32	12	speed +2, AC(and touch AC) +1 (but not when flatfooted) shield strength +10%, energy weapons deal +1 die of damage each
speed enhancement	1	400.000	craft: electronic 26	4	speed +2, AC(and touch AC) +1 (but not when flatfooted)
stasis pods	1	400.000	craft: electronic 28	6	organic lifeforms can enter suspended animation
software (requires idle sensor suite)					
pilot assist software		80.000	computer use 30	30	pilot checks gain +4 equipment bonus
predictive attack software		80.000	computer use 30	30	ship attack modifier +1
predictive defense software		80.000	computer use 30	30	ship AC (and touch AC) +1 (not when flat footed)
The data listed applies to systems for ultralight ships. Larger ships require larger systems: Ultralight (0-29HD): listed cost, crafting time, craft DC Light (30-119HD): cost, crafting time x2, craft DC +2 Medium (120-299HD): cost, crafting time x4, craft DC +4 Heavy (300-799): cost, crafting time x8, craft DC +6 Superheavy (800HD+): cost, crafting time x16, craft DC +8 This does not apply to sensors and software; sensors are compatible across all size categories, software is specific to a ship class. Software can be crafted but as this is a development process rather than crafting something from a blueprint, it is time consuming.					

magic ship/vehicle systems	system slots	enchantment gold cost	effect
cloaking system	1	60.000+20.000/size category	functions as stealth system, detection DC is 30, also grants invisibility
disruption field generator	1	10.000+2.000/size category	against living crew, +4 AC, blind enemies 1/day for 1 round
energy refraction shield	varies	(10.000+2.000/size category) / 10 resist	shield gains resistance against directed energy weapons
force CIWS	1	10.000+2.000/size category	100% chance of stopping 5 missiles/round, cannot be jammed
lighthouse sensor	1	20.000	advanced sensor suite; uses <i>spellcraft</i> , with +5 bonus, <i>scrying</i> focus
structural reinforcement	1	15.000+3.000/size category	+20% hull hit points (minimum +50 hit points)
thermodynamic hole	1	10.000+2.000/size category	energy weapons +1 die damage, +10% shield strength, +1 speed
The costs listed only covers the enchantment cost. For base item cost and size modifiers see description.			

will not benefit from it unless there is at least one sealed room.) Ship repair cost are decreased by 10% and the DC for Repair checks on the ship are reduced by 2.

Predictive Software

Software does not occupy system slots. A ship can have any or all programs installed, but unless the ship has multiple advanced sensor suites installed, only one predictive program may be running at any

time. Switching programs takes five rounds - the program does not start using the sensor suite until it has started up.

Reactive Armor

This system is made up of a number of small plasma discharge units and specialized sensors spread out across the outer hull. The sensors detect incoming kinetic attacks, after which the plasma discharge units fire at said incoming attacks. The incoming projectiles will likely not be stopped entirely, but will lose a portion of their kinetic energy, reducing the amount of damage dealt to the hull. This system increases hull hardness to piercing damage by 10 points.

Reactor Upgrade

More powerful containment fields, improvements to the ship's power grid and a larger reactor fuel reserve and flow allow the ship's reactor to generate more power. Speed is increased by 2 (or 10 ft. in the case of ground vehicles), AC is increased by 1, shield strength by 10% and directed energy weapons deal 1 die more damage each. A ship cannot have multiple reactor upgrades. Installing this system requires powering down the reactor.

Shield Generators

A shield's maximum strength is a percentage of that ship hull's hit points. This pool of hit points needs to be depleted before the hull becomes damaged. A shield's recharge rate is in hit points per round. No recharge rate means the shields require an hour outside of combat to recharge. The extra hardness a shield provides does not remain in effect when a shield has been depleted. A shield with any hit points remaining blocks boarding attempts and saboteur missiles. A ship can only have one shield generator installed. A shield generator is required to have any shields at all, a shield capacitor by itself provides no benefit. A hull's hardness only applies to the hull, not to the shields. For the sake of simplicity, the armor class and touch armor class of a ship does not change depending on the status of the shields. (Optional: A GM can rule that the hull's armor bonus does not apply to shields.)

A depleted shield must recharge a number of hit points before it can be raised again. This is 40 points for ultralight ships, 100 points for light ships, and 200 for medium or larger ships. A shield that is offline provides no bonuses. Maintaining shield strength requires little energy and normally ships fly with shields active at all times. Unless the captain orders the shields lowered or the shields have taken damage recently, all ships start combat with shields fully charged, even when flatfooted.

Speed Upgrade

Speed is increased by 2 (or 10 ft. in the case of ground vehicles) and AC is increased by 1.

Stasis Pods

Allows living creatures to enter suspended animation for extreme-range missions, or preventing life-threatening conditions from becoming fatal. The number of pods a ship can hold equals one for each tonne of cargo space the ship can carry. They pods do not actually occupy that space, this is merely to determine the number of pods the ship can carry.

Stealth System

The ship's heat emissions are hidden, allowing the ship to move strategically with impunity. When a stealth ship chooses to attack another ship, the enemy sensor operator is allowed a Computer Use check with a DC of 25 to detect the approaching stealth ship (advanced sensor suite provides +10 on this check). On a success, initiative is rolled normally. On a failure, the stealth ship chooses where to position itself at the start of combat, relative to the target ship and can fire one full volley as well as jamming attempts and scans in the surprise round - the target ship is considered flatfooted. Then initiative is rolled and regular combat begins. During combat the system provides no benefits and attempting to use the stealth system to escape combat is not possible.

Thermal Suppression Field

This system consists of a single large stasis field generator and a large number of small emitters spread throughout the ship directly behind the armor. The emitters maintain a stasis field with limited strength. This is not enough to actually place the armor in stasis, but reduces molecular vibrations, thereby limiting damage taken from heat sources. The ship hull's hardness is considered 10 points higher against attacks that deal primarily fire damage.

Magic Ship Systems (optional rules)

Some systems can be enchanted to perform better than their purely technological equivalent.

A number are existing systems, enchanted. They have a base item, which has to be handcrafted and functions as normal before enchanting. For this base item crafting cost, DC, and time are those of the standard item (corrected for ship size category), with the DC increased by 5 and time doubled.

Others are systems that do not function at all without magic. These have a credit cost and crafting DC in addition to the enchantment cost. The cost increase for size is listed per item.

Cloaking System

A cloaking system functions as a normal stealth system, but better. The detection DC is increased to 30. The system also grants complete invisibility to mundane and technological means of detection. It does not however, mask life force and detect magic cast in close proximity will reveal the presence of the

cloaking field. It does not mask effects of for example landing gear making prints in the ground or crew members exiting the ship.

Base item cost (ultralight): 1.000.000 credits (x2 per ship size category)

Enchantment cost (ultralight): 60.000 gp +20.000 gp per ship size category

requirements: craft wondrous item, invisibility, invisibility to machines, caster level 15, craft: electronic DC 40

Disruption Field Generator

This is an enchanted ECM system which uses illusion magic to trick enemy crews. Against drones or weapons being controlled by AI, the system still functions as a normal ECM system, granting a +2 to AC and touch AC, even when flatfooted or blinded. However, against living crew this bonus is +4. Once per 24 hour period the system can send out a pulse that prevents operators or gunners on all enemy ships from targeting the ship equipped with the disruption field generator during their next turn.

Base item: handcrafted ECM system

Enchantment cost (ultralight): 10.000 gp +2.000 gp per ship size category

requirements: craft wondrous item, blur, caster level 9, time: 32 hours

Energy Refraction Shield

A shield can be enchanted to resist directed energy weapons and fire-based attacks. This resistance is applied against energy weapon attacks in addition to hardness the shield may already have. The enchanted shield takes up as many system slots as the base item did.

Base item: Hand-crafted shield system, barrier projector, or equivalent system.

Enchantment cost:

10 resistance (ultralight): 10.000 gp +2.000 gp per ship size category

20 resistance (ultralight): 20.000 gp +4.000 gp per ship size category

30 resistance (ultralight): 30.000 gp +6.000 gp per ship size category

requirements: craft magic arms & armor, any fire protection spell, 4 caster levels per 10 points of resistance

Force CIWS

Fires Magic Missiles at incoming missiles. It can intercept 5 missiles per round, +1 per ship size category. (+1 for light, +2 for medium, +3 for heavy, +4 for superheavy.) Interception chance is 100%. Missiles that normally ignore automated CIWS are not ignored by this system.

Base item: handcrafted laser CIWS

Enchantment cost (ultralight): 10.000 gp +2.000 gp per ship size category

requirements: craft wondrous item, magic missile, caster level 9

Lighthouse Sensor

A lighthouse sensor functions as an advanced sensor suite but requires Spellcraft checks instead of Computer Use. It can not be used by characters with no ranks in Spellcraft. It grants a +5 equipment bonus on the check. When performing a Spellcraft check to detect an approaching stealth ship, the lighthouse sensor grants a +15 equipment bonus on the check. The lighthouse sensor also doubles as a scrying focus. Whereas a normal advanced sensor suite can only detect 'standard' life forms and machinery, a lighthouse sensor can also detect undead, elementals, oozes, etcetera.

Base item: handcrafted advanced sensor suite

Enchantment cost: 10.000 gp

requirements: craft wondrous item, scrying, caster level 9

Structural Reinforcement

This system is comprised of multiple large green gems partially embedded in neutronium slabs. When screwed tightly against bulkheads throughout the hull they increase the hull's strength. It grants +20% hit points to the hull, with a minimum of +50 hit points. If at any point the hull has fewer than 20% hit points remaining, the system can not be removed until the hull's current hit points are restored to higher than 20%.

Base item cost (ultralight): 200.000 credits (x2 per ship size category)

Enchantment cost (ultralight): 15.000 gp +3.000 gp per ship size category

requirements: craft magic arms & armor, stoneskin, caster level 10, craft: structural DC 20

Thermodynamic Hole

One of the limiting factors in ship battles is heat dissipation. This system functions as a magical heat dissipator. A container filled with magic cold is placed in the center of the ship while other systems are equipped with coolant lines to and from this container. This method of cooling is more efficient, results in lower energy losses and allows the reactor to be operated outside its normal thermal tolerance range. Directed energy weapons deal +1 die in damage each, shield strength is increased by 10% of hull hp, speed is increased by 1 (or 10 ft. in the case of vehicles). If this is installed on a ship equipped with a stealth system, the detection DC for the stealth ship increases by 5 due to further reduced heat emissions.

Base item cost (ultralight): 100.000 credits (x2 per ship size category)

Enchantment cost (ultralight): 10.000 gp +2.000 gp per ship size category

requirements: craft wondrous item, resist energy, caster level 8, craft: structural DC 24

Weapons

Weapons are compatible across classes unless stated otherwise. Weapons come in size categories ultralight, light, medium, heavy, and superheavy, indicating the minimum size category a ship must be to mount them. A ship can mount a weapon of a smaller category than itself but not a larger one. Weapons installed do not count against a ship's cargo capacity. Unless otherwise stated, each weapon can be fired once per round.

On fighters with only a pilot, cannons are mounted in a fixed position. Larger fighters may have a turret if there is a gunner on board. Larger ships mount cannons in turrets except for spinal mount cannons, which are always mounted in a fixed position. Missile pods are not generally mounted in turrets but rather in fixed positions or flush with the hull.

Weapon Linking

Identical weapons can be fire linked into a group as a move action by their gunner. Firing a weapon group uses one attack roll. Increasing the number of weapons increases damage output. Target hardness is applied only once per attack roll. The net result is that linking weapons together results in less damage dealt overall, but a higher chance of penetrating hardness. Missile systems can be linked together similarly.

1 weapon: 100% damage.

2 weapons: 150% damage.

3 weapons: 175% damage.

4 weapons: 200% damage.

5 weapons: 225% damage.

6 weapons: 250% damage.

7 weapons: 275% damage.

8 weapons: 300% damage.

Each weapon added thereafter adds 10% to damage output.

Damage can be calculated either by multiplying the number of dice (rounding down) or multiplying damage after dice are rolled. (GM discretion)

Example:

A ship is equipped with four guns of a certain type that each deal 10d6 damage. The gunner decides to fire link all four and fire at an enemy ship, which has hardness 45. The attack now deals 20d6 damage, for an average of 70. On average, the attack will deal 25 net damage. The next target has a hardness of 10. Keeping the four guns fire-linked will result in an average net damage of 60. However, if the gunner has a fellow gunner they trust, they can arrange the guns in two groups of two. Each attack now deals 15d6 damage, for an average of 52,5 damage, or a net 42,5 damage. Since the ship now has two attacks, it can deal a net 85 damage on average against this target.

Guns

Directed energy weapons lose focus after a certain distance. Projectile weapons technically have infinite range, but past a certain point, enemies will always be

able to evade projectiles, as they have more time to react. Projectile weapons by default have magazines that store 100 rounds of ammunition without cutting into a ship's cargo capacity. 100 rounds of ammunition for an ultralight weapon has a mass of 0,2 tonnes. Ammunition is not compatible with weapons of a different size. Despite counting against a ship's cargo capacity, this extra ammunition can be carried as part of the loading mechanism; characters do not actually need to carry ammunition from the cargo hold to the weapon. Ammunition can not be re-used.

Electromagnetic Railgun

These weapons ignore the first 10 points of hull Hardness. (This penetration does not apply to shields, spells, magical damage reduction, etc.) Ammunition consists of sabot armor piercing cerametal slugs. The sabot vaporizes during the firing process. Slugs are capable of surviving atmospheric entry and due to their speed can cause considerable damage on a planet's surface. It is not uncommon for ships to place themselves in front of an inhabited planet or even a city to discourage their enemy from using railguns against them, though specialized ammunition exists that is designed to burn up inside an atmosphere - such ammunition does not ignore 10 points of hull hardness. Ammunition costs 100 credits per slug. (crafting ammunition per 100 slugs: craft: structural DC 24, 0,2 tonnes of cerametal, 1.000 credits, 80 hours)

EMP Cannon

EMP cannons count as projectile weapons even though the damage they deal is electrical based. They deal double damage against cyborgs, robots, and Living Machines. Ammunition consists of shaped EM charges. Ammunition costs 1.000 credits per slug.

Graviton Pulse Cannon

These weapons generate gravity and anti-gravity, alternating in an intense pulse that moves at the speed of light. Anything caught in its path starts to vibrate intensely and heats up. In addition, the pulse interferes with the magnetic nozzles of plasma thrusters, reducing their speed by 1 after being hit. Effects from multiple hits do not stack. Graviton cannons are at the time considered to be the apex of ship weaponry. Their high cost and difficult manufacturing process prevent them from being used on all combat craft.

Gravity Web Caster

Can be fired in two ways. The first creates a 3 square radius area where gravity is distorted. Ships in this area have their speed reduced by 1 point. The area lasts for 10 rounds. The other method is a normal attack roll against a target, causing the distortion to be 'stuck' to the target hull, reducing its speed by 3 points. Multiple hits or areas do not stack. This weapon does not function inside a planet's gravity well.

ship/vehicle guns	weapon / damage type	damage	critical	range incr.	purchase cost (credits)	ammunition cost (credits)	weapon craft DC	crafting time (days)
chemical expl. Cannon	projectile (piercing)	8d6	20/x2	6	500.000	100	craft: mechanical 28	3
plasma shell cannon	projectile (fire)	10d6	20/x2	8	1.000.000	100	craft: electronic 32	3
electromagnetic railgun	projectile (piercing)	10d6	20/x2	8	2.000.000	100	craft: electronic 32	4
EMP cannon	projectile (electric)	8d6	20/x2	8	1.200.000	1.000	craft: electronic 34	4
laser beam cannon	directed energy (fire)	6d10	20/x2	6	1.000.000	-	craft: electronic 30	3
graviton pulse cannon	directed energy (fire)	10d10	20/x2	8	5.000.000	-	craft: electronic 40	6
spatial disruption cannon	directed energy (fire)	12d10	20/x2	4	4.000.000	-	craft: electronic 40	6
neutron cannon	special	special	-	8	1.000.000	-	craft: electronic 30	3
gravity web caster	special	special	-	8	2.000.000	-	craft: electronic 32	3

The listed data apply to ultralight sized weapons.

Light weapons: +2 dice of damage, 150% cost and crafting time, DC +2. Ammunition cost 150%.

Medium weapons: +4 dice of damage, 200% cost and crafting time, DC +4. Ammunition cost 200%.

Heavy weapons: +6 dice of damage, 300% cost and crafting time, DC +6. Ammunition cost 300%.

Superheavy weapons: +8 dice of damage, 400% cost and crafting time, DC +8. Ammunition cost 400%.

Projectile weapons have by default space for 100 rounds of ammunition, regardless of size.

Ammunition	mass per 100 rds	purchase cost per 100 rds	crafting cost per 100 rds	ammunition craft DC	crafting time per 100 rds (days)
chemical expl. Cannon	1 tonne	10.000	0,2 tonnes of cerametal, 1.000 credits in components	craft: structural 22	1
plasma shell cannon	0,2 tonnes	10.000	0,2 tonnes of cerametal, 1.000 credits in components	craft: structural 24	1
electromagnetic railgun	0,2 tonnes	10.000	0,2 tonnes of cerametal	craft: structural 22	2
EMP cannon	0,2 tonnes	100.000	0,2 tonnes of cerametal, 50.000 credits in components	craft: electronic 28	2

The listed data apply to ammunition for ultralight sized weapons.

The cost and mass of ammunition increases by weapon size: Light: 150%, medium: 200%, heavy: 300%, superheavy: 400%

Plasma Shell Cannon

Plasma shell cannons count as projectile weapons even though the damage they deal is fire based. Ammunition consists of canisters full of plasma that is superheated during the firing process. Ammunition costs 100 credits per canister.

Neutron Cannon

Neutron cannons draw on other systems for their 'ammunition', and can be installed a maximum of once per ship. They are illegal weapons in most areas. If a target ship hull is at 25% or less of maximum hit points, radiation harms the crew. All living crew members on the target ship must succeed on a DC 20 fortitude save or suffer 1d4 constitution damage. The weapon can fire once every three rounds. The weapon causes iron in the target ship to become radioactive, which can be difficult to fully remove. A ship being sold for an unusually low price, with trace amounts of radiation in areas where no nuclear processes should have taken place is likely to have had its previous crew slowly irradiated to death by pirates.

Special Gun Mounts

Twin Turret

Guns can be permanently arranged in pairs in a single turret. Doing so prevents the guns from being fired separately, but in addition to the standard 150% damage, adds a +1 to-hit bonus with that weapon. The weapon can still be linked together with other, identical weapons. However, the weapon with the lowest to-hit modifier in the group determines the to-hit modifier to the entire attack. Multiple guns in one turret occupy the same number of weapon slots

that they normally do. Guns can be removed from a turret and installed as single guns between missions.

Triple Turret

Guns can also be permanently arranged with three guns in a single turret. In addition to the standard 175% damage, it adds a +2 to-hit bonus.

Quad Turret

Guns can also be permanently arranged with four guns in a single turret. In addition to the standard 200% damage, it adds a +3 to-hit bonus.

Rapidfire Mount

A smaller version, usually multiple barreled, that fires more rapidly but deals less damage, generally intended for use against softer, harder to hit targets. A double barreled version deals 1 die less damage and receives a +1 on attack rolls, its range increment is reduced by 1. A quad-barreled version deals 2 dice less damage and receives +2 on attack rolls, its range increment is reduced by 2. The cost of a rapidfire gun is the same as that of the standard weapon. One rapidfire gun occupies one weapon slot. Rapidfire guns can not be converted into normal guns.

Ammunition for rapidfire mount weapons is a smaller caliber than standard mounts. For purposes of crafting, cargo, and ammunition capacity, one standard round equals two rounds for a dual barrel version and four rounds for a quad barrel version.

Larger Mount

Light, Medium, heavy, and superheavy ships can mount larger versions of guns, to deal with larger enemies. These weapons are by default larger versions,

and cannot be equipped on smaller vessels.

- Light versions add 2 dice to their damage, but suffer a -1 to-hit penalty. Cost and crafting time are 150% of normal. Crafting DC is +2.
- Medium versions add 4 dice to their damage, at a cost of -2 to-hit. Cost and crafting time are 200% of normal. Crafting DC is +4.
- Heavy add 6 dice, with a -3 to-hit. Cost and crafting time are 300% of normal. Crafting DC is +6.
- Superheavy add 8 dice, with a -4 to-hit. Cost and crafting time are 400% of normal. Crafting DC is +8.

Spinal Mount

These are special versions of a type of gun, that can only be mounted in a fixed position along the length axis of a ship. They can only be installed on light or larger ships and take up two weapon slots. Because the entire ship needs to be aligned with the target, the attack roll is made by the pilot. (If the pilot does not have the *Mounted Weapons Proficiency* feat they suffer a -4 penalty on this attack.) Damage is doubled (after being corrected for size), and range increment increased by 1. If the ship becomes unable to move, spinal mount guns can no longer be brought to bear. Cost and crafting time are 200% of the standard weapon. (multiplied by size modifiers)

Missiles

Missiles and torpedoes have no range increments, only a maximum range. Missiles come in a range of combinations of various standard components. The low prices are the result of an immense military surplus after the last war abruptly ended. (The GM can choose to raise prices if they feel missiles are too cheap.)

Missile Launcher

A missile or torpedo weapon system comprises a

missile pod and a multipurpose guidance system. (Together they occupy a single weapon slot.) Due to ECM, each guidance system can only direct one missile per round. A pod can only hold one missile type at a time. Between missions, a pod and guidance system can be adjusted to accept different missiles. On larger ships (20HD and larger) empty missile or torpedo launchers can be replenished internally (provided there are missiles in storage), the process takes 1 minute per 10 missiles or torpedoes. A missile pod can not fire while reloading.

Torpedo Launcher

A torpedo launcher takes up two weapon slots. Mounting a torpedo launcher is only possible on ships with a hull size of 15HD or more.

EMP Missile

This missile homes in on a target's engines and sends forth an EMP blast that disrupts the target ship's plasma thrusters' magnetic nozzles. Each hit reduces target speed by 2 for a period of 10 rounds. The attack fails if the target ship has any shield strength remaining. Effects from multiple hits stack until the target can no longer move. The ship is then considered flat footed but can still fire. Other systems, including cruise or rift drives, are still functional.

Interdictor Missile

On a successful hit, the target ship can not use its gravitic cruise drive or psionic rift drive for 10 rounds. The missile ignores automated CIWS.

Jammer Missile

Interferes with all scanning attempts in or out of a 3 square radius. The rough positions of objects inside it are not hidden, but target locks are more difficult.

ship/vehicle missiles	type	to-hit	range		purchase	crafting time			
		modifier	damage	critical		max	cost (credits)	craft DC	per 10 missiles (days)
kinetic kill	piercing	+2	8d6	20/x2	32	1.000	craft: structural 20	craft: electronic 26	1
fragmentation warhead	piercing	+6	6d6	20/x2	32	5.000	craft: structural 24	craft: electronic 26	1
plasma missile	fire	+2	10d6	20/x2	32	25.000	craft: structural 26	craft: electronic 28	1
staged plasma missile	fire	+2	8d6	20/x2	50	25.000	craft: structural 26	craft: electronic 28	1
fusion torpedo	fire	-	20d6	20/x2	50	50.000	craft: structural 22	craft: electronic 34	1
MIRV torpedo	piercing	-	4x 8d6	20/x2	32	50.000	craft: structural 24	craft: electronic 28	1
interdictor	special	+6	-	-	32	100.000	craft: structural 27	craft: electronic 28	1
jammer missile	special	-	-	-	32	100.000	craft: structural 20	craft: electronic 22	1
prism missile	special	-	-	-	32	200.000	craft: structural 30	craft: electronic 30	1
saboteur missile	special	+2	-	-	36	100.000	craft: mechanical 20	craft: electronic 26	1
EMP missile	special	-	-	-	10	100.000	craft: structural 24	craft: electronic 28	1
missile launcher (ultralight)						200.000	craft: structural 22	craft: electronic 24	3
torpedo launcher (ultralight)						400.000	craft: structural 22	craft: electronic 24	4
Crafting cost for missiles (not launchers) is 75% of the purchase cost. Both craft checks must be made.									
Crafting cost for launchers is 50% of purchase cost. Both checks must be made.									
The listed data for launchers apply to ultralight sized launchers.									
Ultralight launchers: 10 ammunition, cost and crafting time as listed, DC as listed									
Light launchers: 20 ammunition, 150% cost and crafting time, DC +2.									
Medium launchers: 40 ammunition, 200% cost and crafting time, DC +4.									
Heavy launchers: 60 ammunition, 300% cost and crafting time, DC +6.									
Superheavy launchers: 80 ammunition, 400% cost and crafting time, DC +8.									

Attacks made against ships inside the jammed area suffer a -4 penalty. Attacks made by ships inside the jammed area suffer a -6 penalty. The jammer missile itself has an AC of 10 (touch 10) and 10 hit points. (The jammer field applies to the missile itself as well.) Effects from multiple jammed areas do not stack. Once fired, a jammer missile can not be deactivated short of self-destructing or shooting it. At the end of its 10 round emission the missile is burned out and can not be re-used.

Prism Missile

Deploys a small-sized prism a predetermined distance away from the launching ship. The prism has speed 1, armor class 14 (touch 12), hardness 0, and 10 hit points. It can refocus and recollimate laser beams from up to 32 distance from the mother ship, effectively changing their point of origin in the battle to that of the prism. Range increments of laser weapons fired through it are calculated from that point. The device can be recovered after the engagement, or it can return on its own.

Saboteur Missile

Deploys a small robot into the target ship. The robot has 30ft speed, AC 14 (touch 12), hardness 2, 10 hit points, saves F/R/W: +1/+1/+1, init +4, atk: laser beam +4 ranged 1d8 fire dmg, incr 30ft, crit 20/x2. It can be given specific instructions before launch but the default is to find and kill crew members. If the target ship has any shield strength remaining the attack fails. This weapon is illegal in most areas. The missile ignores automated CIWS.

Fusion Torpedo

These are old weapons, meant for taking out capital ships. They are much larger than regular missiles and move more slowly. They can not be used to attack ultralight targets, unless the target is stationary. Their slow speed means a CIWS that has attacks left will automatically stop a torpedo attack. A torpedo launcher takes up two weapon slots and holds ten torpedoes. Reloading the magazine takes one minute per 10 torpedoes. Detonating this weapon inside the atmosphere of a life-bearing planet will cause tremendous damage to the biosphere. Detonating the weapon in low orbit of a planet with a magnetic field will cause radioactive materials to become trapped in that orbit and severely damage or destroy satellites. For these reasons, firing these weapons on or near an inhabited planet will be treated as acts of terrorism unless there are extremely unusual and dire circumstances justifying it. Each attack ignores 20 points of hardness.

MIRV Torpedo

A standard torpedo booster with instead of a fusion warhead, four kinetic penetrators with independent short burn boosters and guidance systems. When this weapon is fired the attacker makes four separate attack and damage rolls with the normal modifiers. The penetrators are fast enough to qualify as missiles, not torpedoes to CIWS. The weapon can be used against multiple targets inside a 3x3 square area, penetrators can be divided among the targets in any combination the gunner sees fit. The weapon can not be used against targets closer than 10 distance units from the launching ship.



Ship battles need not always take place in space.

Mines

These illegal (in most areas) weapons are planted amidst debris or in asteroid fields, disguised as debris or asteroids. Asteroid fields are in fact rarely dense, with large objects generally being many kilometres apart. Therefore, these mines do not explode but rather direct their entire payload in a single direction, essentially functioning as one-shot cannons. An internal reaction wheel aims the entire mine in the direction of the target, target acquisition is achieved by IFF recognition. Firing its payload destroys the mine. The target ship's pilot can attempt a reflex save to halve the damage taken.

Mines are not equipped with a reactor and are inert until activated. They can not be detected by most automated systems. Therefore, while scanning for mines, the sensor operator must roll a Perception check every round (this is a full-round action). One round of scanning searches 4 squares of space, which must be adjacent to each other. Not having an advanced sensor array imposes a -5 penalty on this check. Taking 10 or 20 is possible outside of combat.

A mine has 10hp and an AC and touch AC of 8. Deploying mines takes one round per mine. Most mines will target any ship that enters their range, measured in distance units. Fission and fusion warheads can be programmed to detonate at a closer proximity, for more damage, or can be remotely detonated.

EMP Charge

This fires an EM pulse at the target. It only deals full damage against Living Machines, robots, and cyborg ships, against all others it deals 50% damage. These were deployed in huge numbers during the war, intended to halt the Kurion advance. Their IFF systems have since deteriorated and the mines are liable to attack any target.

Disease Canister

A disease canister mine fires a single armor-piercing biological weapon at the target. If the projectile deals enough damage to overcome the ship's hull hardness it delivers its cargo into the ship's interior. The attack fails if the target ship has shield strength remaining. Once inside the weapon dispenses foam to seal the entry hole and inserts an airborne pathogen of choice into ship's internal atmosphere. The mine's cost does not include the payload itself. With no modifications

to the disease, the ship's life support systems will detect the pathogen (if it is a mundane disease) after 1d6 rounds and prevent it from spreading past the breached area. Advanced vector capsule nanotechnology (additional cost 500.000 credits) is available that can fool a ship's internal sensors temporarily, giving the disease time to spread. Life support will only detect the pathogen after 1d6 minutes, at which point a significant portion of the ship is infected. (Ultralight 100%, Light 50%, Medium 25%, Heavy 12%, Superheavy 6% - If no floorplan is available the GM can rule that any one room has this chance of being infected.) If the ship is equipped with an advanced sensor array, the operator can at any time scan and detect the disease with a full-round DC 20 Computer Use check.

Once the disease has been detected the life support system can purge the ship's atmosphere. (Ultralight 1 round, Light 5 rounds, Medium 1 minute, Heavy 3 minutes, Superheavy 10 minutes.) Crewmembers already infected remain infected and may begin spreading the disease anew.

Fission Mine/Fusion Mine

These mines are weapons of mass destruction and cause their damage to all targets in range. They deal 100% damage within 1 square, 75% damage at 2 squares, 50% damage at 3 squares, and 25% damage at 4 squares.

Homing Charge

This is the most common type of mine, and is essentially a one-use missile launcher. It fires a single homing charge at a target. A target ship can attempt to use manually-operated CIWS to intercept this as though it were a normal missile. (Automated CIWS can not intercept this weapon.)

Saboteur Mine

This mine fires a single armor-piercing weapon at the target. If the projectile deals enough damage to overcome the ship's hull hardness it delivers its cargo into the ship's interior. The attack fails if the target ship has shield strength remaining.

Once inside the weapon delivers a single saboteur robot, which will proceed to hunt down the crew or attack specific ship systems, depending on orders. Both 'standard' and Living Machine versions of this weapon exist. They only differ in that the Living

Machine version deploys an LM saboteur.

Mines						
payload	damage	reflex	range	detection	cost	weight
Shrapnel	15d6 piercing	DC 17	2 distance units	DC 20	10.000	0.5 tonne
Homing charge	18d6 fire	DC 20	3 distance units	DC 24	20.000	1 tonne
EMP charge	30d6 electric*	DC 23	4 distance units	DC 28	40.000	0.5 tonne
Fission warhead	40d6**	DC 23	4 distance units	DC 23	300.000	0.5 tonne
Fusion warhead	50d6 fire**	DC 24	4 distance units	DC 23	800.000	0.5 tonne
Disease canister	10d6 piercing + disease	DC 24	3 distance units	DC 26	100.000	0.25 tonne
Saboteur	10d6 piercing + saboteur	DC 20	3 distance units	DC 24	200.000	0.5 tonne
*Only deals full damage to Living Machines, Robots, and Cyborg ships. Other targets receive 50% dmg.						
**100% dmg at 1 range, 75% dmg at 2 range, 50% dmg at 3 range, 25% dmg at 4 range.						

Shrapnel Mine

This is the most basic type of mine and is a threat only to the most fragile ships. It is primarily used to intimidate civilians out of an area.

Ship Construction (optional rules)

A GM can include these rules if they want the game to go into more detail when it comes to ship construction, salvaging, repairs, or if they want to allow players more flexibility when building ships or vehicles. But, these rules are not required; a GM can choose to leave them out partially or entirely, narrate the event where characters obtain a ship, and jump right into the action.

There are two broad stages in ship construction. The first stage is acquisition of resources. This can be money, purchased, stolen, or salvaged components and materials, blueprints, construction and repair equipment, additional personnel, etc. A GM can allow player characters to outright buy a ship, buy resources, or hire a company to build the ship for them. The GM can also make the resource gathering part of a mission, with key parts as mission rewards, or even a complete ship as mission reward at the end. One way or another, the resources required to build a ship are considerable and should not be handed out lightly.

The second stage is the actual construction. This requires a large enough workspace and of course all the resources gathered in phase one. The characters involved must repair or build all the components that make up a ship with Repair and/or *Craft* checks. The number of checks involved is likely very high and a good rule of thumb for a GM is to require the characters to be able to succeed on the check if they take 10. If the characters do not meet this requirement, the GM can rule that the more difficult components take longer to build or repair, or may require the players to roll the

check each day to see if they make any progress. (This is not recommended for large projects as this can become tedious.) If large items merely need to be repaired instead of built from scratch, for example if the player characters are given a derelict hull to repair and outfit as their new ship, the time required will be determined by how fast they can perform repairs - this will almost always be much faster than building a new hull.

Project Time Frame

The time required to build ship components and items is listed in days. This assumes that a day represents a 24 hour cycle during which 8 hours of work is performed. Characters can of course work longer but this will in the long run negatively affect their work. (GM discretion.) Keep in mind that a day is not the same period of time on different planets. If a project requires the construction of multiple components, add the time required for each component together to get the project's total.

For large projects, the speed and efficiency with which work gets done at the workplace is expressed as workforce. The amount of time measured in days that a project actually takes is determined by dividing the number of days listed in the tables by the workforce the characters have assembled. The workforce available at a workplace depends on the number of workers (living, undead, robotic, etc.) and machinery available. For example repair and construction robots work far faster than living crew. They can cut and weld around the clock and never complain. However they require guidance to deal with unforeseen circumstances; a project can not be completed by robots alone. Gravity-based tools use CAD files and intense artificial gravity

workforce						
Personnel - At the very minimum, a project requires 1 engineer						
engineer (minimum 1) - a character with ranks in Repair and/or one of the crafting skills				workforce +1		
assistant (maximum 2 per engineer) - a character of reasonable intelligence (10+)				workforce +0.5		
Robots - each engineer can manage five robots - bonuses stack (The prices listed & purchase						
	size	weight	cost (credits)	crafting DC	crafting time	
					days	
robot, medium (professional)	medium	300 lbs	80.000 workforce +2	craft: mechanical 25	2	
robot, large (industrial)	large	2 tonnes	400.000 workforce +3	craft: mechanical 29	4	
robot, huge (industrial)	huge	10 tonnes	1.600.000 workforce +4	craft: mechanical 31	8	
CnC mills (best bonus applies)						
gravitic anvil (basic)	handheld	20 lbs	1.000 workforce +0.5	craft: electronic 26	2	
gravitic CnC-mill (professional)	10x5x5ft (long)	1 tonne	160.000 workforce +5	craft: electronic 30	7	
gravitic omniforge (industrial)	20x10x10ft (long)	20 tonnes	2.400.000 workforce +10	craft: electronic 32	15	
3D printers (best bonus applies)						
home improvement 3D-printer (basic)	5x5x5ft	200 lbs	1.000 workforce +0.5	craft: electronic 24	2	
multimaterial 3D-printer (professional)	10x5x5ft (long)	2 tonnes	80.000 workforce +5	craft: electronic 30	7	
multimaterial 3D-nanoprinter (industrial)	10x5x5ft (long)	2 tonnes	2.400.000 workforce +10	craft: electronic 40	15	
The ability to move heavy objects around the workspace determines project maximum size. max HD						
forklift (basic)	large	8 tonnes	10.000 10d20	craft: mechanical 26	8	
repulsorlift platform (professional)	large	10 tonnes	100.000 40d20	craft: electronic 28	12	
repulsorlift skycrane (industrial)	huge	40 tonnes	600.000 100d20	craft: electronic 30	20	
gantry crane (industrial)	gargantuan(when folded)	50 tonnes	1.600.000 200d20	craft: mechanical 30	40	
Ships larger than 200HD can only be conveniently built in zero gravity, requiring a space station.						
Crafting cost for tools listed here is 50% of the purchase cost.						
To calculate the total workforce, add the total number of engineers, assistants, and robots. Then add the best CnC mill bonus and the best 3D printer bonus. To calculate the total time a project will take, divide the listed number of days in the item's table by the total workforce.						

fields to force materials into shape. They still require user input in unexpected situations. A workplace also needs lifting equipment if the project involves large components like a ship hull. Automation can of course also be used to speed up the process of manufacturing ammunition.

Complicated projects with high crafting DCs may require assistance from one or more engineers. However, twenty characters with one rank each in the crafting skill should logically not be able to build a fusion reactor. A GM should keep in mind the difficulty relative to the skill of the characters involved. For example, the GM may rule that the DC for assistance increases by a certain number of points for extremely difficult projects or limit the maximum bonus on the crafting check that can be obtained from assist checks.

- Basic tools are commercially available in stores for reasonable prices. They can be carried in one's pocket, backpack, or the back of a car.
- Professional tools are too expensive for enthusiasts, and are generally found in commercial repair shops.

They can be carried on the back of a pickup truck, and require a decent sized space to be placed. They also usually require a stronger power source than a wall socket.

- Industrial tools are expensive and massive. They are generally found on construction sites, factories, and well-funded laboratories. They are comparable in size to seagoing containers and need semi trucks to be moved and require a dedicated power source to operate.

Completion

When a ship is successfully completed, the result is a bare-bones item. It does not have any optional equipment, software, or even fuel. The characters can specify cosmetic changes such as layout of their ship bridge or other such things to make their ship feel more theirs, rather than a generic one. If the player characters had already gathered systems and weapons for their ship they can install them in the space of a day.

ship components	purchase cost		primary systems				secondary	flyaway
class	(hit dice)	hull	(class)	engine	reactor	cruise	systems	cost (credits)
drone fighter	4d20	900.000	mk.4	180.000	360.000	-	1.500.000	2.940.000
light fighter	7d20	1.500.000	mk.8	600.000	1.200.000	-	3.600.000	6.900.000
medium fighter	9d20	7.500.000	mk.9	1.500.000	3.000.000	1.500.000	3.600.000	17.100.000
bomber	15d20	15.000.000	mk.15	3.000.000	6.000.000	3.000.000	5.100.000	32.100.000
assault transport	15d20	15.000.000	mk.15	3.000.000	6.000.000	3.000.000	5.100.000	32.100.000
cutter	30d20	50.000.000	mk.30	11.250.000	22.500.000	11.250.000	8.000.000	103.000.000
corvette	40d20	75.000.000	mk.40	15.000.000	30.000.000	15.000.000	11.000.000	146.000.000
light frigate	50d20	110.000.000	mk.50	21.250.000	42.500.000	21.250.000	13.200.000	208.200.000
frigate	60d20	137.500.000	mk.60	27.500.000	55.000.000	27.500.000	15.400.000	262.900.000
destroyer	80d20	200.000.000	mk.80	40.000.000	80.000.000	40.000.000	22.200.000	382.200.000
escort carrier	120d20	600.000.000	mk.120	105.000.000	210.000.000	105.000.000	45.400.000	1.065.400.000
cruiser	200d20	1.000.000.000	mk.200	400.000.000	800.000.000	400.000.000	56.600.000	2.656.600.000
carrier	200d20	2.000.000.000	mk.200	400.000.000	800.000.000	400.000.000	80.600.000	3.680.600.000
small shuttle	6d20	2.000.000	mk.6	500.000	1.000.000	-	4.400.000	7.900.000
light transport	36d20	40.000.000	mk.36	10.000.000	20.000.000	10.000.000	10.200.000	90.200.000
medium transport	125d20	150.000.000	mk.125	110.000.000	220.000.000	110.000.000	30.900.000	620.900.000
heavy transport	350d20	1.000.000.000	mk.350	600.000.000	1.200.000.000	600.000.000	87.200.000	3.487.200.000
drone (hover)	3d20	300.000	mk.3	100.000	360.000	-	1.100.000	1.860.000
drone (mecha)	4d20	400.000	mk.4	100.000	360.000	-	800.000	1.660.000
tracked tank	6d20	300.000	mk.6	100.000	1.000.000	-	800.000	2.200.000
hovertank	6d20	600.000	mk.6	200.000	1.000.000	-	2.400.000	4.200.000
bipedal mecha	8d20	800.000	mk.8	250.000	1.200.000	-	1.800.000	4.050.000
spidermech	12d20	1.200.000	mk.12	500.000	4.500.000	-	2.800.000	9.000.000
defense platform	24d20	10.000.000	mk.24	2.000.000	18.000.000	-	4.600.000	34.600.000
car	3d20	10.000	mk.3	5.000	-	-	0	15.000
hovercar	3d20	100.000	mk.3	100.000	-	-	300.000	500.000
hover limousine	6d20	500.000	mk.6	500.000	1.000.000	500.000	2.800.000	4.800.000
truck	6d20	40.000	mk.6	20.000	-	-	0	60.000
hovertruck	6d20	200.000	mk.6	200.000	1.000.000	-	600.000	2.000.000
Engines for ground craft can not be installed in ships and ship engines can not be installed in ground craft.								
Secondary systems are compatible across all classes, ships and ground craft alike.								

hull construction, blueprint cost, materials required, DC, and time							
class	hit dice	blueprint cost (credits)	materials (tonnes)	DC	skill	minimum lifting tools	time (days)
drone fighter	4d20	20.000	4	25	craft: structural	forklift	48
light fighter	7d20	140.000	24	26	craft: structural	forklift	96
medium fighter	9d20	180.000	40	27	craft: structural	forklift	108
bomber	15d20	800.000	150	28	craft: structural	repulsorlift platform	180
assault transport	15d20	800.000	250	28	craft: structural	repulsorlift platform	180
cutter	30d20	900.000	5.000	29	craft: structural	repulsorlift platform	360
corvette	40d20	1.200.000	8.000	30	craft: structural	repulsorlift platform	480
light frigate	50d20	1.500.000	10.000	30	craft: structural	repulsorlift skycrane	600
frigate	60d20	1.800.000	12.000	30	craft: structural	repulsorlift skycrane	720
destroyer	80d20	2.400.000	16.000	30	craft: structural	repulsorlift skycrane	960
escort carrier	120d20	3.600.000	120.000	30	craft: structural	gantry crane	1.300
cruiser	200d20	6.000.000	200.000	30	craft: structural	gantry crane	2.000
carrier	200d20	6.000.000	200.000	30	craft: structural	gantry crane	3.000
small shuttle	6d20	120.000	20	28	craft: structural	forklift	72
light transport	36d20	1.080.000	20.000	25	craft: structural	repulsorlift platform	432
medium transport	125d20	3.750.000	100.000	25	craft: structural	gantry crane	1.350
heavy transport	350d20	10.500.000	400.000	25	craft: structural	gantry crane	4.200
drone (hover)	3d20	100.000	3	18	Craft: Structural	forklift	18
drone (mecha)	4d20	150.000	6	20	Craft: Mechanical	forklift	24
tracked tank	6d20	1.000	60	20	Craft: Structural	forklift	18
hovern tank	6d20	300.000	60	22	Craft: Structural	forklift	36
bipedal mecha	8d20	600.000	80	24	Craft: Mechanical	forklift	48
spidermech	12d20	1.000.000	120	26	Craft: Mechanical	repulsorlift platform	72
defense platform	24d20	2.000.000	1.000	30	Craft: Mechanical	repulsorlift platform	150
car	3d20	500	1	20	Craft: Structural	forklift	8
hovercar	3d20	20.000	1	22	Craft: Structural	forklift	16
hover limousine	6d20	300.000	8	25	Craft: Structural	forklift	80
truck	6d20	40.000	15	22	Craft: Structural	forklift	16
hovertruck	6d20	100.000	15	25	Craft: Structural	forklift	24

The cost and DCs of building ship components assumes the characters have access to detailed blueprints. The cost and DCs of developing starship technology goes beyond the scope of this book. These blueprints include files for the hull and primary and secondary systems, but not optional systems such as weapons and shields.

primary system crafting cost, DC, and time							
class	class	engine DC	cost (credits)	time (days)	reactor DC	cost (credits)	time (days)
drone fighter	mk.4	26	90.000	10	28	180.000	10
light fighter	mk.8	27	300.000	19	28	600.000	19
medium fighter	mk.9	28	750.000	22	28	1.500.000	22
bomber	mk.15	29	1.500.000	36	30	3.000.000	36
assault transport	mk.15	29	1.500.000	36	30	3.000.000	36
cutter	mk.30	30	5.625.000	72	30	11.250.000	72
corvette	mk.40	30	7.500.000	96	30	15.000.000	96
light frigate	mk.50	30	10.625.000	120	31	21.250.000	120
frigate	mk.60	30	13.750.000	144	32	27.500.000	144
destroyer	mk.80	30	20.000.000	192	32	40.000.000	192
escort carrier	mk.120	31	52.500.000	260	33	105.000.000	260
cruiser	mk.200	32	200.000.000	400	35	400.000.000	400
carrier	mk.200	32	200.000.000	600	35	400.000.000	600
small shuttle	mk.6	28	250.000	14	28	500.000	14
light transport	mk.36	26	5.000.000	86	30	10.000.000	86
medium transport	mk.125	26	55.000.000	270	32	110.000.000	270
heavy transport	mk.350	26	300.000.000	840	40	600.000.000	840
drone (hover)	mk.3	26	50.000	6	28	180.000	8
drone (mecha)	mk.4	24	50.000	10	28	180.000	10
tracked tank	mk.6	22	50.000	6	28	500.000	15
hovern tank	mk.6	24	100.000	8	28	500.000	15
bipedal mecha	mk.8	28	125.000	14	28	600.000	14
spidermech	mk.12	28	250.000	18	29	2.250.000	18
defense platform	mk.24	28	1.000.000	24	30	9.000.000	48
car	mk.3	22	2.500	2		N/A	
hovercar	mk.3	24	50.000	8		N/A	
hover limousine	mk.6	28	250.000	15	28	500.000	15
truck	mk.6	24	10.000	5		N/A	
hovertruck	mk.6	26	100.000	12	28	500.000	15

The skill required for crafting ship systems is in all these cases Craft: Electronic.

materials	credit cost per tonne	hardness	crafting DC
steel	500	10	-2
polymeric	1.000	20	unchanged
cerametal	2.000	30	unchanged
neutronium	40.000	40	+5

Components

Hull and Primary Systems

Hulls come in a range of sizes and configurations. The hull sizes listed are essentially industry standards for certain classes of ships. Characters can choose to buy or build a hull of a different size but systems for unusual hull sizes can be more difficult or expensive to purchase (GM discretion).

Primary systems are the reactor, plasma thrusters and gravitic cruise drive. After the hull they are the most expensive components and the most difficult to manufacture. All ships capable of tactical movement in space require plasma thrusters. Small fighters, short range shuttles and drones can not fit cruise drives. Ships that are not required to travel far can be built without cruise drives. Ground vehicles do not require plasma thrusters, instead their engines are electric drive trains or vectored repulsors. All craft however require reactors.

System classes are specific to the hull size. For example a mk.42 reactor goes into a 42d20 hull. If a ship falls in size (hit dice) somewhere between two common classes, the cost of systems will, too. Larger systems become exponentially more expensive, limiting cost-effective ship designs to around 350 hit dice. Large stations can be built more cheaply as mobility is not an issue.

Secondary Systems

Secondary systems are required for the proper functioning of a ship or vehicle. They include systems such as life support and artificial gravity. A hull of a certain size requires a number of each type of system to function properly though in some cases certain systems are not needed. A fully robotic ship requires no life support and a stationary object requires no inertial dampers. Craft can be equipped with more systems to grant it more abilities. For example a mecha can be equipped with gravity generators to allow it to float short distances, or a hover drone can be equipped with life support and radiation shielding to function as an automated search and rescue craft for hazardous environments.

Installing significantly more secondary systems than a craft is normally equipped

crafting secondary systems	number needed as function of hull size, rounded up, minimum of 1	purchase cost	craft DC	skill	material time	
					cost	(days)
basic sensor	1	200.000	28	craft: electronics	100.000	3
basic ECM suite	1	200.000	26	craft: electronics	100.000	3
comm system	1	200.000	23	craft: electronics	100.000	3
computer system module	1 per 5 HD	200.000	22	craft: electronics	100.000	2
gravity generator	1 per 5 HD	300.000	28	craft: electronics	150.000	2
inertial damper	1 per 5 HD	200.000	26	craft: electronics	100.000	2
life support module (20 crew)	1 per 10 HD	400.000	20	craft: electronics	200.000	3
radiation shielding materials	1 per 10 HD	400.000	26	craft: structural	200.000	3
escape pod (10 crew)	1 per 10 HD	800.000	25	craft: structural	400.000	3

The number of required systems required may vary with ship design. The number of recommended escape pods also increases with crew size; a group should keep in mind both number of seats and distance to nearest pod.

secondary systems required									
class	computer module	gravity generator	inertial damper	life support	radiation shielding	escape pod	basic ECM	basic sensor	comm system
drone fighter	1	1	0	0	1	0	1	1	1
light fighter	2	2	2	1	1	1	1	1	1
medium fighter	2	2	2	1	1	1	1	1	1
bomber	3	3	3	2	2	1	1	1	1
assault transport	3	3	3	2	2	1	1	1	1
cutter	6	6	6	3	3	1	1	1	1
corvette	8	8	8	4	4	2	1	1	1
light frigate	10	10	10	5	5	2	1	1	1
frigate	12	12	12	6	6	2	1	1	1
destroyer	16	16	16	8	8	5	1	1	1
escort carrier	24	24	24	12	12	23	1	1	1
cruiser	40	40	40	20	20	15	1	1	1
carrier	40	40	40	20	20	45	1	1	1
small shuttle	2	2	2	1	1	2	1	1	1
light transport	8	8	8	4	4	1	1	1	1
medium transport	25	25	25	13	13	3	1	1	1
heavy transport	70	70	70	35	35	12	1	1	1

drone (hover)	1	1	0	0	0	0	1	1	1
drone (mecha)	1	0	0	0	0	0	1	1	1
tracked tank	1	0	0	0	0	0	1	1	1
hovertank	2	2	0	1	1	0	1	1	1
bipedal mecha	2	0	0	1	1	0	1	1	1
spidermech	3	0	0	2	2	0	1	1	1
defense platform	4	0	0	3	3	1	1	1	1
car	0	0	0	0	0	0	0	0	0
hovercar	0	1	0	0	0	0	0	0	0
hover limousine	2	2	2	1	1	0	1	1	1
truck	0	0	0	0	0	0	0	0	0
hovertruck	0	2	0	0	0	0	0	0	0

Secondary systems are mostly compatible across classes, ships and ground craft alike.

with - for example gravity generators and inertial dampers on a truck - will require the craft to be equipped with a reactor, suited to its size.

Computer Module

(1 per 5 HD, minimum of 1)

Computer modules represent the amount of electronics that go into a hull, they need not be actual modules though this makes maintenance more convenient. Having fewer than half the number of computer modules than recommended will result in penalties such as reduced speed, penalties on AC, attacks, Computer Use checks, etc. (GM discretion.)

Gravity Generators

(1 per 5 HD, minimum of 2)
These provide lift inside a gravity well and on-board artificial gravity in space. Roughly half are used for lift, the other half for artificial gravity. Transports can be equipped with 40% fewer gravity generators if artificial gravity in the

cargo hold is not required. Ships that are not required to land on a planet can be built with 50% fewer gravity generators. Rotating stations require no gravity generators at all.

Inertial Damper

(1 per 5 HD, minimum of 1)

Crewed craft that will experience significant acceleration require inertial dampers. The recommended number of inertial dampers ensures that even if half the dampers on a ship were to fail, the field still covers the entire ship. Losing more dampers will result in areas of the ship becoming uninhabitable during high-G maneuvers.

Radiation Shielding

(1 per 10 HD, minimum of 1)

These are sheets of nanoscale metamaterial, not actual systems. Electronic systems are vulnerable to radiation so automated ships require radiation shielding all the same.

Escape Pods

(minimum: 1 per 10 crew)

Escape pods for fighters are essentially ejection seats, one 'pod' can count for multiple ejection seats. Escape pods on larger ships hold 10 crew members each and can keep them alive for a month. Standard escape pods are equipped with short range plasma thrusters and parachutes and can safely land on nearby planets. Regulations call for 50% spare capacity, including passengers. A default hull has 1 escape pod per 10 HD.

Life Support

(minimum: 1 per 20 crew)

Each life support unit can support up to 20 crew members. Regulations call for 100% spare capacity, taking passengers into account. A default hull has 1 life support unit per 10 HD, passenger ships will need more.

Basic ECM

(minimum: 1)

All ships are equipped with this. It provides no stealth or defense bonus but prevents the ship from being effectively targeted or scanned at extreme ranges (past 60 distance units). The setting is dangerous enough that these are mandatory even for civilian craft.

Basic Sensor

(minimum: 1)

Required for navigation, docking, and basic targeting. Mandatory for all craft.

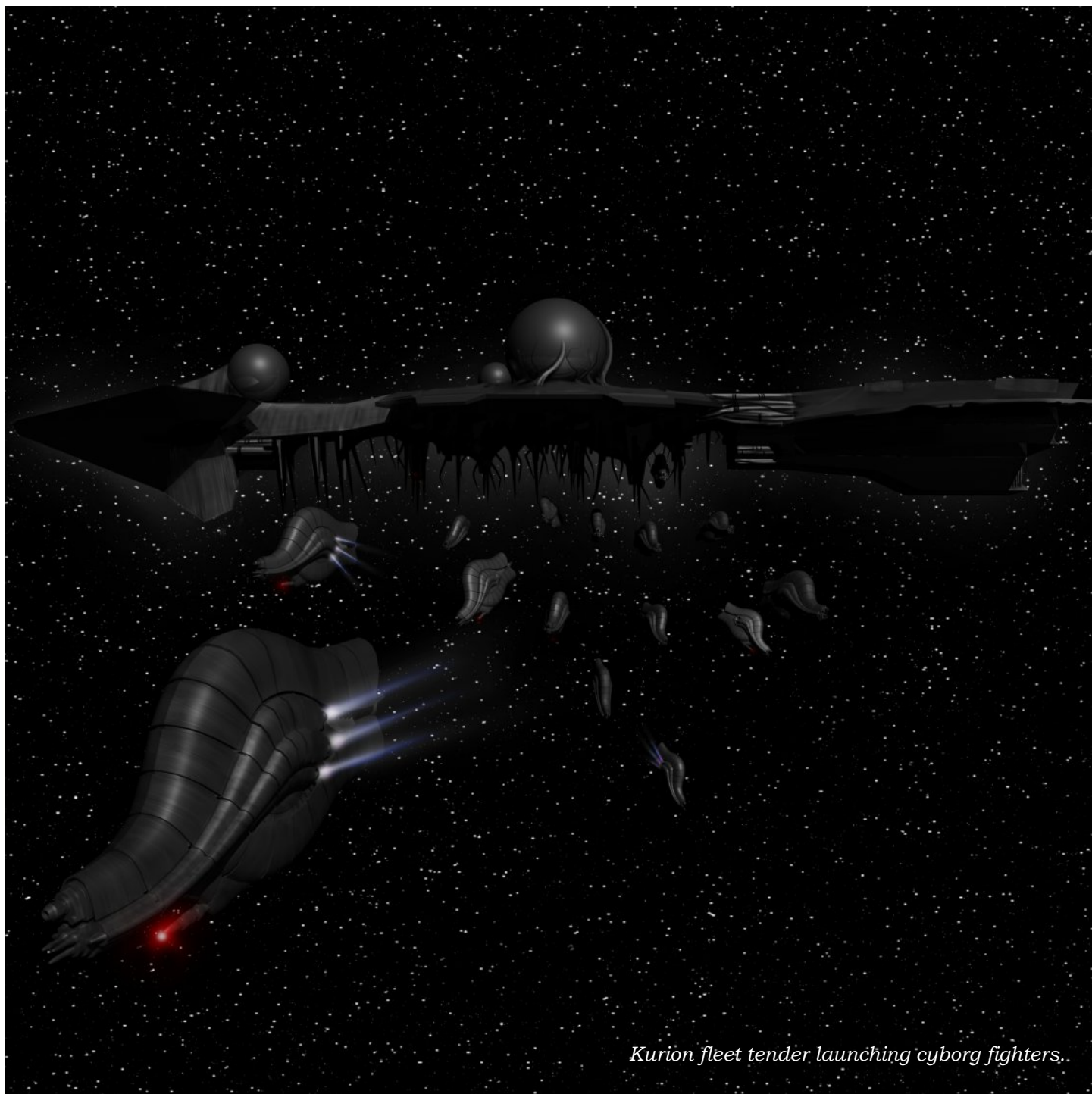
Comm System

(minimum: 1)

Required for communication. This system covers both radio and laser communication.

Upgrades and Modifications (generic hulls only)

These alterations can be made to generic ship classes. They represent variants of classes, updates to older classes, the same way contemporary naval ships and fighter aircraft receive upgrades during their lifetime. Upgrades and modifications cost materials. The quantity of materials is a percentage of the ship hull's mass and the type of materials has to be the type



Kurion fleet tender launching cyborg fighters.

used in the ship's construction. If upgrades and modifications are implemented during the construction of a ship they take no extra time. If they are made to an existing ship each takes 16 hours on ultralight ships, 32 hours on light ships, 64 hours on medium ships, 128 hours on heavy ships, and 256 hours on superheavy ships.

Upgrades

A shipwright can spend additional resources to add upgrades to a generic ship. Each upgrade can be applied only once; there is only so much room in a ship. These upgrades cannot be applied to unique ship designs. Each upgrade requires 5% of the hull's mass in materials and 5% of the ship's flyaway cost in parts. Upgrades can theoretically be removed at no extra cost but this yields no benefit as previously spent materials and parts are not recovered.

- Strengthen the ship's internal structure to increase its movement speed by 1.
- Strengthen the ship's armor to increase its armor class by 1
- Add an extra weapon mount.

Modifications

A shipwright can modify the design to a specific role, giving up some capabilities to gain others. Each modification can be applied only once, though at a later time they may be undone. Unless otherwise stated, applying a modification costs 1% of the ship's mass in materials and 1% of the hull's cost in parts. Undoing a modification costs no materials but previously spent materials and parts are not recovered.

- Light ships only: Swap one system or weapon slot for one docking bay (room for a 20HD ship) or vice versa. (Installing or removing this modification will take 4x the normal time.)
- Medium ships only: Swap one system or weapon slots for four docking bays. (room for four 20HD ships) (Installing or removing this modification will take 4x the normal time.)
- A weapon slot may be traded for a system slot, or vice versa.
- Non-transport ships only: Sacrificing one weapon or system slot adds +100% to the ship's cargo capacity.
- Removing 50% of the ship's cargo capacity grants one extra weapon or system slot. (This modification is mutually exclusive with the modification that increases cargo capacity.)
- A ship can be modified to travel

Ship Size Categories and Hit Dice

category	Hit Dice		size modifier		typical mass (tonnes)	typical length (feet)
	minimum	maximum	attack	armor		
ultralight	1d20	3d20	-1	-1	10	10
ultralight	4d20	5d20	-2	-2	20	25
ultralight	6d20	12d20	-4	-4	60	60
ultralight	13d20	29d20	-8	-8	250	200
light	30d20	59d20	-8	-8	5.000	225
light	60d20	119d20	-8	-10	12.000	375
medium	120d20	199d20	-8	-12	120.000	600
medium	200d20	349d20	-8	-14	200.000	700
heavy	350d20	699d20	-8	-16	400.000	2.000
superheavy	700d20	-	-8	-18	1.000.000+	4.000+

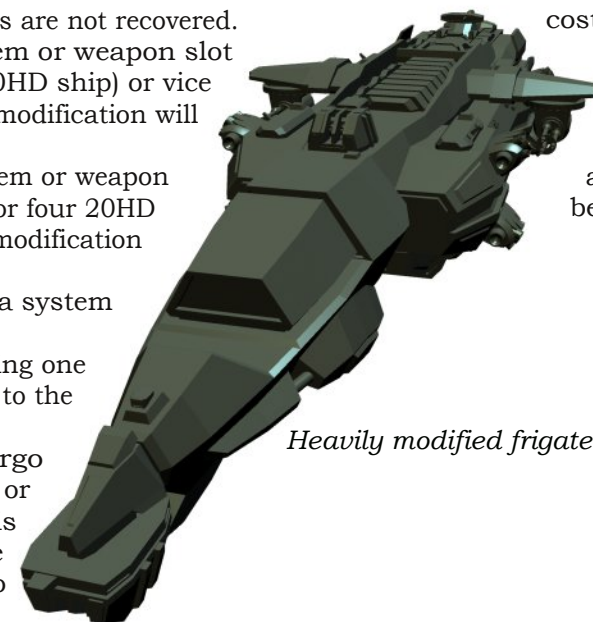
These are merely indications, considerable variation is possible depending on the type of ship; a tanker ship will weigh much less (empty) than an armored ship of similar size, and will have fewer Hit Dice.

underwater. The ship's maximum diving depth depends on the material originally used in the construction of its hull: 1 kilometre for steel, 2 kilometres for polymeric, 3 kilometres for cerametal, 4 kilometres for neutronium. Underwater tactical speed is limited to a maximum of 3 distance units per turn. This modification reduces the available weapon slots by 2, and available system slots by

2. The cost of this modification is higher than that of the other types: 5% of the ship's mass in materials and 5% of the hull's cost.

Only graviton pulse cannons and disruptors can be used underwater. Shields function normally. Missile and torpedo launchers can be converted to underwater use, the cost equals the cost of the launcher. Supercavitating versions of existing missile and torpedo types can be obtained at twice the standard cost. Those missiles can only be used underwater and are not likely to be available in most places.

A submerged ship still requires a stealth system in order to not be detected.



Heavily modified frigate

Optional salvaging table location	component survival chance					possible complications
	hull	primary systems	secondary systems	optional systems	cargo	
in space or on planet without magnetic field	20%	10%	10%	10%	10%	20% irradiated
on planet without atmosphere	20%	20%	20%	20%	20%	30%
on planet with atmosphere	10%	0%	10%	10%	10%	10%
environment						
frequent meteorite / debris impacts	-20%	-10%	-10%	-10%	-10%	+0%
in caustic atmosphere	-30%	-30%	-30%	-30%	-30%	+0%
in desert	+0%	+10%	+10%	+10%	+10%	+10% sand in moving parts
underwater	+0%	-20%	-20%	-20%	-20%	-20% organic growth in areas
embedded in ice	-10%	+10%	+10%	+10%	+10%	+10%
history						
destroyed with nuclear weapons	-20%	-20%	-20%	-20%	-20%	-20% radioactive materials
destroyed on ground	+20%	+20%	+20%	+20%	+20%	+20%
attacked primarily with saboteur missiles	+50%	+20%	+20%	+20%	+20%	+20% dormant saboteurs
made uncontrolled re-entry	-100%	-100%	-100%	-100%	-100%	-100%
destroyed in ramming attempt	-50%	+10%	+10%	+10%	+10%	+10%
very old derelict	+0%	-20%	-20%	-20%	-20%	+0% incompatible technology

Salvaging

The GM can give out rewards in the form of salvage. This can take the form of specific systems, weapons, or even a ship hull for the group to use. If a GM chooses to let player characters salvage items from a recently destroyed ship, that destroyed ship can of course never yield items that were not present during the fight. The GM can choose to roll a percentile die for each system and see whether they survive, or pick a few systems they believe the group should get.

It should be noted that the cost of ship equipment is so high that the sale of just one spare system could buy an entire party new (mundane) equipment. If a GM is concerned that this will upset the balance of the game, they may give the group rewards in the form of broken systems or weapons that can be used to 'pay' part of the construction cost of new systems and weapons. This is a reasonably straightforward method for allowing player characters to cobble together the resources to create a ship for the group.

If the group has little interest in dealing with individual ship systems and merely wishes to move on, it is possible to simply give a certain tonnage of salvage, which is given a credit value and can later be sold or traded in for functioning ship systems.

Ship cargo capacity may seem trivial to new players but once players realise they may need to leave hard-

won rewards behind due to lack of cargo space they will start taking it into consideration.

Unique Ship Designs

The table of unique ship classes represents ships various factions use. They are not per se more powerful; in several cases they are obsolete. Rather, they are ships factions end up using due to historical factors. Some have unique abilities while some are completely useless to player characters. The prices listed are estimates, many faction-specific ships are not for sale and while not illegal, owning a ship of a class that is otherwise only operated by a government's military will raise some eyebrows.

A GM can easily create any base hull they like, a table is included with general Hit Dice ranges for various ship size classes. These should be treated as rough guidelines only - a tanker ship may be immense, but will have relatively little empty mass and few hit points.

Unique (faction-specific) Ship Designs													
Stations	category	HD	hp	mass		size		length	cargo		slots		docking
				(tonnes)	atk	AC	speed	(feet)	crew	(tonnes)	armor	systems	weapons
Generic station	heavy	400d20	8.000	400.000	-8	-16	0	1.500	500	120.000	3	8	10 40 no
Battle station	heavy	400d20	8.000	500.000	-8	-16	0	1.500	1000	125.000	3	8	20 80 no
Space colony	superheavy	2.000d20	40.000	8.000.000	-8	-18	0	8.000	2000	1.000.000	3	8	20 80 no
Various	category	HD	hp	mass		size		length	cargo		slots		docking
				(tonnes)	atk	AC	speed	(feet)	crew	(tonnes)	armor	systems	weapons
Demon Sphere	light	65d20	1.300	12.000	-8	-8	5	150	40	100	3	0	6 0 yes
hull hardness always 10 (steel); can only mount missile weapons													
Devil Kraken	light	100d20	2.000	30.000	-8	-10	5	500	100	1.000	5	6	10 2 yes
hull hardness always 20 (organic), vs fire: 60; built-in weapon: Electric Lance (light) 20d10 electric (20/x2), incr. 10, innate +4 modifier to attacks													
Xorn Colony	superheavy	2.000d20	40.000	10.000.000	-8	-18	0	21.000	2.000	1.000.000	3	2	12 200 no
hull hardness always 10 (steel/rock); docking bays 20x max size 100d20, 180x max size 20d20													
Patcher Community	medium	200d20	4.000	200.000	-8	-14	2	1.000	400	100.000	3	6	4 20 yes
hull hardness always 20 (polymeric); docking bays (internal) 14x max size 20d20, (external) 6x max size 80d20													

Unique (faction-specific) Ship Designs (continued)														size		purchase cost	
Altarian ships		category	HD	hp	mass (tonnes)	atk	AC	speed (feet)	crew	cargo (tonnes)	armor	systems	weapons	docking bays	cruise	(credits, est.)	
Alt. guild ship		light	85d20	1.700	15.000	-8	-10	6	400	10	300	4	7	4	1	yes	-
built-in magic-based weapons																	
Alt. dreadnought		medium	200d20	4.000	200.000	-8	-14	3	700	1000	5.000	4	5	16	4	yes	-
can not mount directed energy weapons																	
Project Candlelight		superheavy	3.000d20	60.000	2.500.000	-8	-18	0	21.000	2.000	500.000	3	6	8	100	yes	-
hull hardness always 15 (steel/polymeric); unique missile launchers can fire any missile type, chosen at time of firing; docking bays 20x max size 200d20, 80x max size 20d20																	
Corinthian ships		category	HD	hp	mass (tonnes)	atk	AC	speed (feet)	crew	cargo (tonnes)	armor	systems	weapons	docking bays	cruise	purchase cost (credits, est.)	
Cor. light fighter		ultralight	8d20	160	12	-4	-4	8	30	1	1	2	2	1	0	no	7.000.000
Cor. heavy fighter		ultralight	13d20	260	80	-8	-8	6	50	2	1	3	3	2	0	no	13.000.000
Cor. bomber		ultralight	15d20	300	120	-8	-8	6	70	3	2	3	3	3	0	no	27.000.000
Cor. dropship		ultralight	12d20	240	100	-8	-8	5	150	2	80	2	3	1	0	no	10.000.000
+6 dodge bonus to AC on descent																	
Cor. EW ship		ultralight	18d20	360	300	-8	-8	6	150	12	20	3	5	2	0	no	30.000.000
Cor. Troop Barge		medium	120d20	2.400	40.000	-8	-12	5	700	200	20.000	4	5	4	6	yes	800.000.000
Cor. type 9		light	40d20	800	10.000	-8	-10	5	300	30	500	3	5	6	0	yes	100.000.000
repair DC -5, modular (stats shown represent all-combat module loadout)																	
Cor. type 13		light	100d20	2.000	20.000	-8	-12	4	600	150	1.000	3	6	9	2	yes	600.000.000
repair DC -5, modular (stats shown represent all-combat module loadout)																	
Cor. type 17		medium	200d20	4.000	200.000	-8	-14	4	900	800	2.000	3	7	12	2	yes	2.000.000.000
repair DC -5, modular (stats shown represent all-combat module loadout)																	
Hazioth ships		category	HD	hp	mass (tonnes)	atk	AC	speed (feet)	crew	cargo (tonnes)	armor	systems	weapons	docking bays	cruise	purchase cost (credits, est.)	
Hazioth fighter		ultralight	10d20	200	45	-4	-4	8	40	1	1	3	3	2	0	yes	25.000.000
Hazioth bomber		ultralight	16d20	320	160	-8	-8	7	100	4	10	4	4	3	0	yes	40.000.000
Hazioth destroyer		light	90d20	1.800	18.000	-8	-10	5	450	40	300	4	8	11	0	yes	500.000.000
All Hazioth ship designs gain an inherent +2 modifier on attack rolls.																	
Kurion ships		category	HD	hp	mass (tonnes)	atk	AC	speed (feet)	crew	cargo (tonnes)	armor	systems	weapons	docking bays	cruise	purchase cost (credits, est.)	
Kur. light fighter		ultralight	4d20	80	4	-2	-2	8	20	1*	0	1	1	1	0	no	2.000.000
cyborg craft, no interior, capacitor instead of reactor, short endurance																	
boarding shuttle		ultralight	10d20	200	50	-8	-8	7	60	2*	60	2	1	1	0	no	6.000.000
cyborg craft, partial interior																	
Kur. corvette		light	30d20	600	4.000	-8	-8	6	150	2*	0	2	2	4	0	yes	30.000.000
cyborg craft, no interior, reactor emits harmful radiation (trait of reactor, can not be repaired)																	
Kur. scout		ultralight	15d20	300	100	-8	-8	7	100	3*	0	2	6	2	0	yes	30.000.000
cyborg craft, no interior																	
Kur. EW ship		light	40d20	800	5.000	-8	-8	6	170	4*	0	2	6	2	0	yes	50.000.000
cyborg craft, no interior, reactor emits harmful radiation (trait of reactor, can not be repaired)																	
Kur. tender		light	80d20	1.600	12.000	-8	-10	5	500	54*	5.000	2	8	4	12	yes	400.000.000
cyborg craft, partial interior																	
Fox Hunt Corvette		light	40d20	800	5.000	-8	-8	6	150	4*	0	3	5	6	0	yes	120.000.000
cyborg craft, no interior																	
Fox Hunt Destroyer		light	80d20	1.600	15.000	-8	-10	6	430	40	600	4	7	9	2	yes	400.000.000
Fox Hunt Cruiser		medium	240d20	4.800	250.000	-8	-14	3	1.000	200	5.000	5	8	12	12	yes	2.400.000.000
*unwilling organic control systems																	
Rovigo ships		category	HD	hp	mass (tonnes)	atk	AC	speed (feet)	crew	cargo (tonnes)	armor	systems	weapons	docking bays	cruise	purchase cost (credits, est.)	
Rov. medium fighter		ultralight	10d20	200	40	-4	-4	10	40	1	1	3	3	2	0	yes	25.000.000
repair DC +5, double normal fuel consumption, inherent +2 on attack rolls vs ultralight targets																	
Rov. heavy fighter		ultralight	14d20	280	140	-8	-8	8	60	2	1	3	3	3	0	yes	34.000.000
repair DC +5, double normal fuel consumption, inherent +2 on attack rolls with guns																	
Rov. Torp. bomber		ultralight	18d20	360	200	-8	-8	7	80	2	2	3	4	4	0	yes	50.000.000
repair DC +5, double normal fuel consumption, inherent +2 on attack rolls with missile and torpedo weapons																	
Rov. heavy bomber		ultralight	28d20	560	1.200	-8	-8	6	140	4	7	4	4	5	0	yes	90.000.000
repair DC +5, double normal fuel consumption, inherent +2 on attack rolls with missile and torpedo weapons																	
Rov. corvette		light	40d20	800	8.000	-8	-8	6	280	10	200	4	6	6	0	yes	150.000.000
repair DC +5, built-in medium-size spinal mount weapon slot (can fit smaller than medium, but must be spinal)																	
Rov. frigate		light	60d20	1.200	12.000	-8	-10	5	375	20	300	4	7	8	1	yes	280.000.000
repair DC +5, built-in stealth system, detection DC 30																	

Chapter 4.1 - Space Combatants

This chapter lists a number of faction-specific and generic ships and stations a GM can use on a moment's notice. The data presented for each class of ship represents a typical configuration. They are not universal and do not always represent the most powerful ships. Many ship entries in this section are faction-specific. This does not mean they are off-limits to player characters *per se*, they are merely not commercially available. Also, many entries are not ships at all, being organisms or undead.

NPC Crews

Unless otherwise specified, all NPC ships have crew members with the feats required for ship operation. Entries are written with the abilities of a relatively inexperienced crew. In addition to changing the configuration of a ship, a GM can make a ship more powerful by using a more capable crew. A table with increasing crew capabilities is included for this purpose.

Ship Special Attacks

A short table is included with details on special abilities of certain systems that various ships in this chapter are equipped with.

Altarian Admiralty

Altarian Crews

The Altarian Admiralty recruits from a range of species and has a wide range of capabilities at its disposal. This includes spellcasters, characters with superhuman agility and accuracy, telepaths, and things nobody ever thought might come in handy in a space battle. However, the majority of each ship's crew are humans with no special abilities beyond bravery and a strong back. Large craft have a supply of potions on board, as well as at least one low level spellcaster. Mage guild ships usually have a higher level spellcaster on board; the spells included in the entry are only the ones relevant to ship combat.

Dreadnought

Altarian dreadnoughts are large cumbersome steel ships with a crew of one thousand. The steel hull offers virtually no protection against advanced weapons and a dreadnought is sure to suffer dozens if not hundreds of casualties in battles, even ones that are won. Still they symbolize Altair's resolve to defend itself against all odds and inspire pride and hope in the hearts and minds of its citizens while their leaders attempt to acquire more modern ships and equipment.

NPC crew abilities				(The crew will have other abilities, for personal combat; only abilities relevant to ship/vehicle operation are listed)				
level	BaB	ability score	skill ranks	feats:	attack modifier	AC (dex) modifier	skill check modifier	initiative modifier
1	+1	13	4	Improved initiative, Mounted Weapons Proficiency, Starship Piloting	+2	+1	+5	+5
2	+2	13	5	Weapon Focus: Mounted Weapons	+4	+1	+6	+5
3	+3	13	6	Skill focus: computer use, Skill focus: piloting, Skill focus: repair	+5	+1	+10	+5
4	+4	14	7	Weapon Specialization: Mounted Weapons	+7	+2	+12	+6
5	+5	14	8		+8	+2	+13	+6
6	+6/+1	14	9		+9	+2	+14	+6
7	+7/+2	14	10		+10	+2	+15	+6
8	+8/+3	15	11	Greater Weapon Focus: Mounted Weapons	+12	+2	+16	+6
9	+9/+4	15	12	Improved Critical: Mounted Weapons	+13	+2	+17	+6
10	+10/+5	15	13		+14	+2	+18	+6
11	+11/+6/+1	15	14		+15	+2	+19	+6
12	+12/+7/+2	16	15	Greater Weapon Specialization: mounted weapons	+17	+3	+21	+7
13	+13/+8/+3	16	16	Penetrating Strike	+18	+3	+22	+7
14	+14/+9/+4	16	17		+19	+3	+23	+7
15	+15/+10/+5	16	18		+20	+3	+24	+7
16	+16/+11/+6/+1	17	19	Greater Penetrating Strike	+21	+3	+25	+7
17	+17/+12/+7/+2	17	20		+22	+3	+26	+7
18	+18/+13/+8/+3	17	21		+23	+3	+27	+7
19	+19/+14/+9/+4	17	22		+24	+3	+28	+7
20	+20/+15/+10/+5	18	23		+26	+4	+30	+8

ability score applies to: Dexterity, Intelligence; skill ranks apply to: Computer Use, Perception, Piloting, Repair

Ship special attacks:

gravity web caster: -3 speed to single target (standard ranged attack), or -1 speed in 3x3 area (no attack roll required)

jammer missile: (-4 on attacks into and -6 out of 3x3 area for 10 rounds)

interdictor missile: cruise disabled for 10 rounds

railguns: penetration of hardness applies to ship, structure, and vehicle hulls only, not shields

neutron cannon: if target ship hull is at 25% or less of maximum hp, all living crew makes a DC 20 fort save or suffer 1d4 con dmg. Fires 1x/3 rounds.

grapple: ship pilots make opposed Piloting checks. Equal or higher result for attacker means they have forcibly docked and can begin cutting into the hull. This takes one full round, after that the boarding can begin.



Altarian dreadnoughts in action.

Guild Ship

Mage guild ships are smaller, destroyer-sized craft primarily powered by magic. Outwardly they barely resemble anything like ordinary ships. In addition to being compatible with modern systems and weapons they are equipped with magic weaponry that is part of the hull and cannot be removed. Guild ships are always commanded by a spellcaster from the guild that funded the ship, and the ship is never deployed on a mission that might run counter to the interests of said guild - because the ships are extremely expensive, they are rarely deployed.

Project Candlelight

This craft is listed under the Altarian Admiralty as it is under its protection. It does not officially belong to the Admiralty, but it never goes anywhere without the Admiralty's approval and protection.

This project started nearly a century ago, in Hazioth's early days of space exploration, before the discovery of artificial gravity. Hazioth businesses wanted to exploit the system, but with no efficient cruise drives they needed a mobile station near the resource-rich asteroid belt. The station would hold the work crews, refineries, maintenance bays, and security forces needed

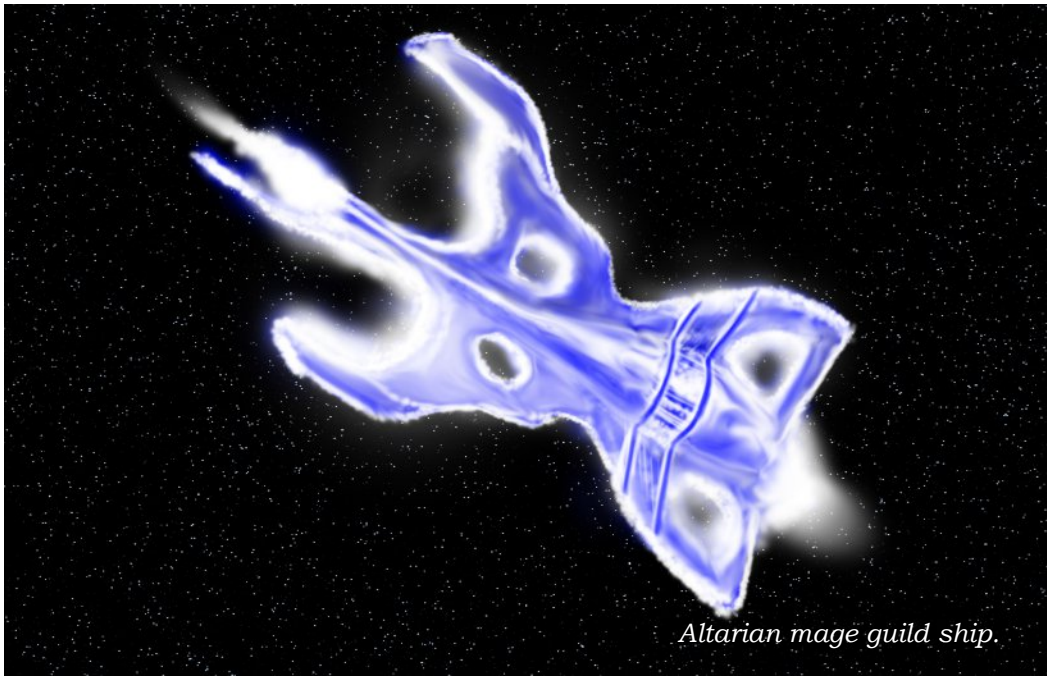
for what was hoped to become a massive and extremely profitable venture. As fate would have it, the discovery of advanced technologies made the station obsolete before its completion and it lay abandoned for more than half a century. In recent years, a gnomish organisation from Altair, 'The Projected Path', based out of Soroceni (but not affiliated with the Luceni Coalition in any way) purchased the unfinished hulk for an unknown amount and finished the work, with some modifications.

The design of the station was modified to incorporate a set of massive cruise drives that allow it to move strategically at half the speed of a normal ship. Tactically, the station's massive torque and complex maneuvering systems render it immobile. It relies on long-range missiles and its complement of support ships and fighters to protect itself until it can jump to cruise speed.

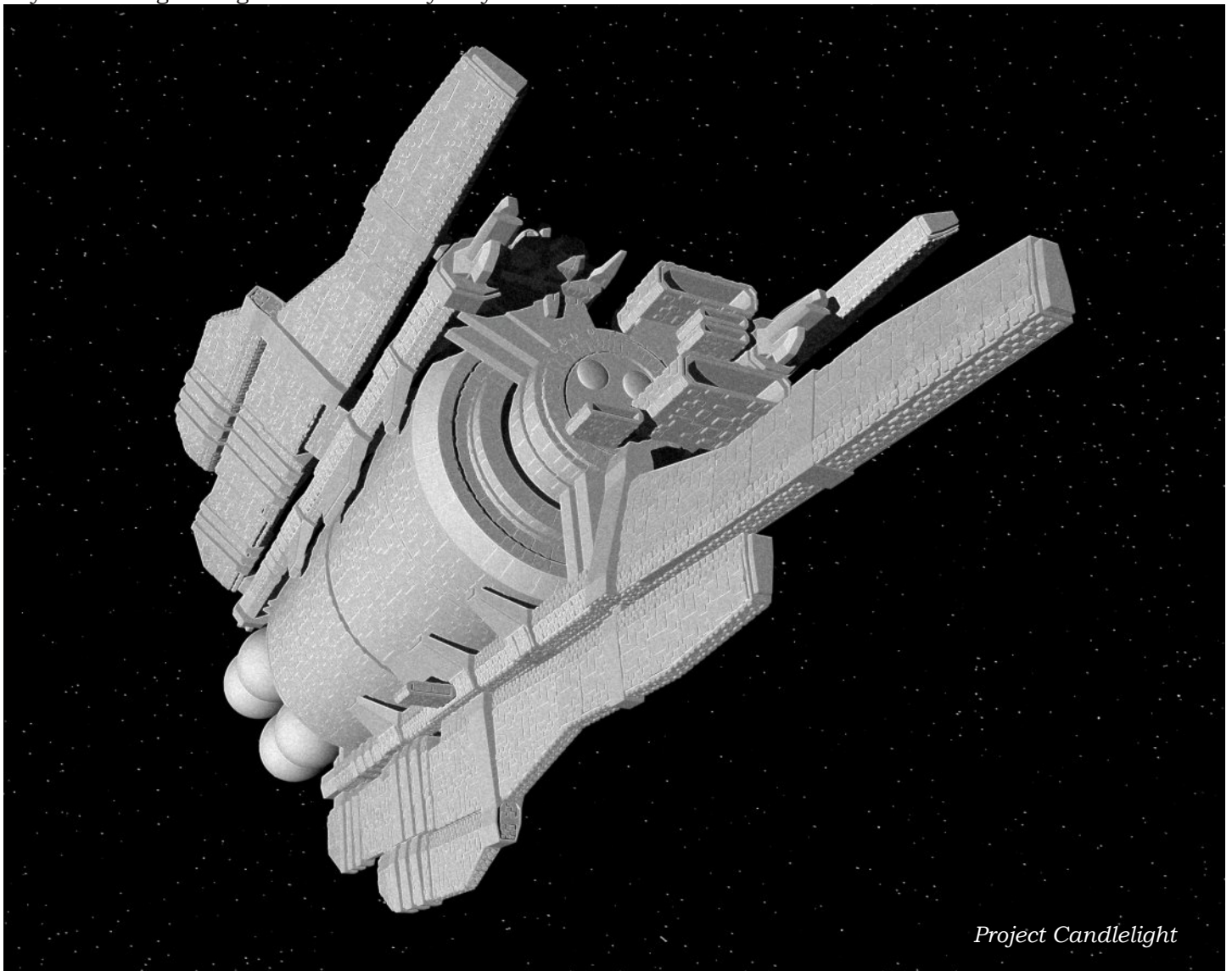
As materials technology was not sufficiently advanced at the time to incorporate large transparent sections, the habitation section was designed to be a simple rotating polymeric cylinder. Rather than the originally planned artificial light sources, a magical light source has been installed on a pillar on the rotating section's aft wall, through the station's axis. This light source relays the sunlight from a companion item on

Altarian crews	All listed modifiers are already included in Altarian ship entries.
Piloting:	Armor Class: +4 (dex), Piloting +10, Reflex save +7, Initiative +4 (+4 dex)
EW:	Computer use +8
Gunnery:	Ranged attacks to-hit: +9 (+4 BaB, +4 Dex, +1 morale), Ranged attacks damage: +1 (+1 morale)
potions:	cat's grace (drunk before combat by pilots, gunners, already included in crew ability scores and modifiers) fox' cunning (drunk before combat by EW operators, already included in crew ability scores and modifiers)
bardic song:	inspire courage (lvl 3 bard: +1 morale on attacks, damage)

a tower on the company's headquarters in Soroceni, thus maintaining the same day and night cycle as that city. Because of this it has been called a 'world by candlelight' by its crew and inhabitants, and from this it draws its name. The interior is forest and farmland, with several villages and one city (Candlelight City). While the architecture of the buildings is typical of Soroceni and several other major cities on Altair, the construction methods are modern, and an electric rail system connects the various settlements as well as locations outside the rotating section. The station has a population of 250.000 of a multitude of races and a crew of 20.000, mainly gnomes, goblins, and humans. The gnomish organisation that bankrolls the operation resides in a palace in the city. Their long-term goals remain a mystery.



Altarian mage guild ship.



Project Candlelight

Altarian Ships		
Class:	Mage Guild Ship (light)	Admiralty Dreadnought (medium)
Length:	400 ft.	700 ft.
Size modifier:	attack: -8, AC: -10	attack: -8, AC: -14
Hit Dice:	85d20 (1.700 hit points)	200d20 (4.000 hit points)
Hull hardness:	30 (cerametal)	10 (steel)
Shields:	1.190 hit points, hardness 10, recharge 10	1.600 hit points, hardness 0, recharge 0
Speed:	8 (6 base, +2 reactor) (cruise capable)	5 (3 base, +2 spd enh.) (cruise capable)
Armor Class:	9 (-10 size, +4 dex, +4 natural, +1 reactor upgrade)	5 (-14 size, +4 dex, +4 natural, +1 speed enhancement)
Full Attack:	energy lance: Atk +2, Incr: 10, Dmg: 25d10+3 force quantum dissonance rays: Atk: +1/+1/+1, Incr: 8, Dmg: 18d10+1 (damage can be of any elemental type desired) missiles +3/+3, range: 32, Dmg: 15d6+1 fire	chemical cannons: Atk: +2/+2/+2/+2/+2/+2/+2/+2, Incr: 10 Dmg: 18d6+1 piercing
Special Attacks:	-	<i>true strike</i> +20, incr: 10, Dmg: 36d6+1 piercing
Special Qualities:	CIWS 100% intercept chance, 6x/round, cannot be jammed sensor array: spellcraft +18	sensor array: computer use +8 <i>charmed scan</i> : computer use +25, broadcast <i>inspire courage</i>
Crew complement:	10	1.000
installed Systems:	lighthouse sensor array, barrier projector, force CIWS reactor upgrade, cloaking system (includes actual invisibility)	advanced sensor array, ECCM, gravitic targetting stabilizer, shield generator, speed enhancement
Installed Weapons:	energy lance (built-in weapon) 3x quantum dissonance ray (built-in weapon) 4x (light) missile launcher (plasma)	16x (medium) chemical expl. cannon (8x twin turret)
Cargo capacity:	300 tonnes	5.000 tonnes
Docking bays:	1 internal (up to 20HD)	4 internal (up to 20HD each)
Mage guild ship: A mage guild ship typically has at least one level 10 wizard on board. Spells prepared include: <i>true strike</i> (x3), quickened <i>true strike</i> (x2), <i>haste</i> (x2), <i>magical maintenance lvl4</i> (x2) (Only spells relevant to ship combat are listed.) Mage guild ship: Spells cast before combat: <i>greater magic weapon</i> (included in energy lance attack and damage)		
Admiralty Dreadnought: <i>broadcast inspire courage</i> (3x/day): The on-board bard performs a bardic song over a fleet's communication network. Allied ships benefit from <i>inspire courage</i> as sung by a level 3 bard. (+1 morale bonus on attacks and damage) provided neither the dreadnought's, nor the receiving ship's comm systems are jammed. <i>charmed scan</i> (2x/day): The on-board wizard casts <i>charm the machine</i> and operates the sensor array in the following round. <i>true strike</i> (3x/day): The on-board wizard casts <i>true strike</i> . The next round, the ship uses 4 turrets (8 cannons) in a single attack.		
Class:	Candlelight Mobile Colony (superheavy)	
Length:	4 miles	
Size modifier:	attack: -8, AC: -18	
Hit Dice:	3.000d20 (60.000 hit points)	
Hull hardness:	15 (steel/polymeric)	
Shields:	12.000 hit points, hardness 0, recharge 0	
Speed:	0 (0 base) (cruise capable)	
Armor Class:	-10 (-18 size, -5 immobile, +3 natural)	
Full Attack:	Plasma missiles (fired in pairs): Atk: +3/+3/+3/+3, range: 32, Dmg: 15d6+1 fire, or Staged plasma missiles (fired in pairs): Atk +3/+3/+3/+3, range 50, Dmg: 12d6+1 fire, or Kinetic kill missiles (fired in pairs): Atk +3/+3/+3/+3, range: 32, Dmg: 12d6+1 piercing, or Fragmentation missiles (fired in pairs): Atk: +7/+7/+7/+7, range: 32, Dmg: 9d6+1 piercing	
Special Attacks:	(each uses 1 missile launcher that round) Interdictor: Atk +1, range: 32, disables cruise for 10 rounds Jammer missile, range: 32, -4 on attacks into and -6 out of 3x3 area for 10 rounds	
Special Qualities:	CIWS 75% intercept chance 8x/round, Immune to critical hits, sneak attack, auto-repairs 2d6hp per hour Any Missiles	
Crew complement:	20.000 (250.000 passengers)	
installed Systems:	Automated Damage Control, Automated Repair System, Missile CIWS, Shield Generator	
Installed Weapons:	8x (superheavy) Missile Launcher (various missile types)	
Cargo capacity:	500.000 tonnes	
Docking bays:	20 internal (up to 200d20 each), 80 internal (up to 20d20 each)	
Due to the ship's size, extremely large, unique missile launchers can be installed that can fire any missile type.		



Corinthian Type 17 ship replacing a module:

Corinthian Hegemony

Corinthian Ships

Corinthian ships tend to be crude, blockish craft designed for ease of maintenance and operation over performance. Many designs are old, though not as old as those used by the Kurion. Fighters and other small craft are rarely equipped with cruise drives. Instead they rely on larger ships to carry them to battle.

Modularity

The Corinthian navy relies heavily on modular ships. Each such ship is comprised of one drive module and up to four optional modules. The most common such modules are combat, cargo, and hangar modules. Each type grants a certain number of weapons, systems, an amount of cargo space, and docking bays for smaller ships. Swapping modules takes 4 hours, regardless of the number of modules. If a ship flies with fewer than the maximum possible number of modules its hit point total is reduced by 20% and speed is increased by 1 per missing module.

The modularity affects the ships' maintenance as well. Repair checks made to a modular ship have their DC reduced by 5.

Corinthian Crews

Corinthian ships rely on larger crew complements than comparable ships from other factions. This is not due to an increase in ship maintenance or operational requirements but rather significantly less capable crew members. Corinthian crews use drugs before combat that improve reflexes but hinder complex thought processes. Only pilots, gunners, and front-line troops use them, command crew and EW operators do not. The abilities listed in the ship entries take the effects of these drugs into account. For other characters the effects are +2 to dexterity and -2 to intelligence, wisdom, and charisma. Effects last for one hour. Long-term effects of repeated drug use include early onset dementia and schizophrenia.

Corinthian commanders tend to be gruff and extremely strict with interpretation of orders and follow rigid tactics. Corinthian doctrine does not allow for surrender under any circumstances but withdrawal is acceptable in the case of large, valuable ships. Corinthian commanders are true to their word and can be trusted to uphold bargains, so long as high command does not instruct them otherwise, which it frequently does.

Corinthian crews All listed modifiers (including effects of combat drugs) are included in Corinthian ship entries.

Piloting: Armor Class: +2 (dex), Piloting +8, Reflex save +3, Initiative +2 (+2 dex)

EW: Computer use +8

Gunnery: Ranged attacks: +5 (+3 BaB, +2 Dex)

	type 9 modules	type 13 modules	type 17 modules
Drive module	engines, reactor, bridge +500 tonnes cargo space +1 system slots +2 weapon slots	engines, reactor, bridge +2 ship hangar space (up to 20HD each) +1.000 tonnes cargo space +2 system slots +1 weapon slot	engines, reactor, bridge +2 ship hangar space (up to 20HD each) +2.000 tonnes cargo space +3 system slots
Combat module	+1 system slot +1 weapon slot	+1 system slot +2 weapon slots	+1 system slot +3 weapon slots
Hangar module	+1 external (up to 20 HD each)	+4 internal (up to 20HD each) +1 weapon slot	+12 internal (up to 20HD each) +2 external (up to 100HD each) +1 weapon slot
Cargo module	+1.000 tonnes cargo space	+5.000 tonnes cargo space +1 weapon slot	+20.000 tonnes cargo space +1 weapon slot

Corinthian Ships			
Class:	Corinthian Light Fighter (ultralight)	Corinthian Heavy Fighter (ultralight)	Corinthian Bomber (ultralight)
Length:	30 ft.	50 ft.	70 ft.
Size modifier:	attack: -4, AC: -4	attack: -8, AC: -8	attack: -8, AC: -8
Hit Dice:	8d20 (160 hit points)	13d20 (260 hit points)	15d20 (300 hit points)
Hull hardness:	20 (cerametal)	30 (cerametal)	30 (cerametal)
Shields:	-	104 hit points, hardness 0, recharge 0	120 hit points, hardness 0, recharge 0
Speed:	10 (8 base, +2 spd enh.) (no cruise)	8 (6 base, +2 spd enh.) (no cruise)	6 (6 base) (no cruise)
Armor Class:	11 (-4 size, +2 dex, +2 natural, +1 spd enh.)	8 (-8 size, +2 dex, +3 natural, +1 spd enh.)	8 (-8 size, +2 dex, +3 natural)
Full Attack:	Missile: Atk: +5, range: 32, Dmg: 10d6 fire	Missiles: Atk: +1, range: 32, Dmg: 15d6 fire	Missile: Atk: +1, range: 32, Dmg: 10d6 fire Torpedo: Atk: -1, range: 50 Dmg: 20d6 fire (ignores 20 hull hardness)
Special Attacks:	-	-	-
Special Qualities:	-	-	CIWS 50% intercept chance, 5x/round
Crew complement:	1	2	3
Installed Systems:	ECCM, speed enhancement	ECCM, shield generator, speed enhancement	ECCM, laser CIWS, shield generator,
Installed Weapons:	1x (ultralight) missile launcher (plasma)	2x (ultralight) missile launcher (plasma)	1x (ultralight) torpedo launcher (fusion) 1x (ultralight) missile launcher (plasma)
Cargo capacity:	0.5 tonnes	1 tonne	2 tonnes
Docking bays:	-	-	-
Class:	Corinthian Dropship (ultralight)	Corinthian EW Ship (ultralight)	Corinthian Troop Barge (medium)
Length:	150 ft.	150 ft.	700 ft.
Size modifier:	attack: -8, AC: -8	attack: -8, AC: -8	attack: -8, AC: -12
Hit Dice:	12d20 (240 hit points)	18d20 (360 hit points)	120d20 (2,400 hit points)
Hull hardness:	20 (cerametal)	30 (cerametal)	30 (cerametal)
Shields:	96 hit points, hardness 0, recharge 0	104 hit points, hardness 0, recharge 0	1440 hit points, hardness 10, recharge 10
Speed:	5 (5 base) (no cruise)	6 (6 base) (no cruise)	7 (5 base, +2 spd enh.) (cruise capable)
Armor Class:	8 (-8 size, +2 dex, +2 natural, +2 ECM)	7 (-8 size, +2 dex, +3 natural)	6 (-12 size, +2 dex, +4 natural, +2 ECM)
Full Attack:	Missile: Atk: -3, range: 32, Dmg: 10d6 fire	-	Railguns: Atk: -3/-3, Incr: 8, Dmg: 24d6 pierc. (ignores 10 hull hardness)
Special Attacks:	-	gravity web caster: Atk: -3, Incr: 8 jammer: computer use +8 jammer missile: range: 32	-
Special Qualities:	-	2x sensor array: computer use +8 CIWS 50% intercept chance, 5x/round	-
Crew complement:	2	12	200
Installed Systems:	ECM, shield generator	2x advanced sensor array, laser CIWS, jammer, shield generator	barrier projector, ECM, laser CIWS, speed enhancement
Installed Weapons:	(ultralight) missile launcher (plasma)	(ultralight) missile launcher (jammer) (ultralight) gravity web caster	6x (medium) railgun (2x triple turret)
Cargo capacity:	80 tonnes	20 tonnes	20,000 tonnes
Docking bays:	-	-	6 internal (up to 20HD each)
Dropship: When making an atmospheric drop from orbit, a Corinthian dropship gains a +6 dodge bonus to AC on the way down, until it reaches an altitude of 1 kilometre.			
Class:	Type 9 (light, modular)	Type 13 (light, modular)	Type 17 (medium, modular)
Length:	300 ft.	600 ft.	900 ft.
Size modifier:	attack: -8, AC: -10	attack: -8, AC: -12	attack: -8, AC: -14
Hit Dice:	40d20 (800 hit points)	100d20 (2,000 hit points)	200d20 (4,000 hit points)
Hull hardness:	30 (cerametal)	30 (cerametal)	30 (cerametal)
Shields:	360 hit points, hardness 0, recharge 0	1,200 hit points, hardness 10, recharge 10	2,400 hit points, hardness 10, recharge 10
Speed:	7 (5 base, +2 spd enh.) (cruise capable)	4 (4 base) (cruise capable)	4 (4 base) (cruise capable)
Armor Class:	6 (-10 size, +2 dex, +3 natural, +1 spd enh.)	5 (-12 size, +2 dex, +3 natural, +2 ECM)	3 (-14 size, +2 dex, +3 natural, +2 ECM)
Full Attack:	Railguns: Atk +0, Incr: 8 Dmg: 21d6 pierc. (ignores 10 hull hardness) Missiles: Atk: +1, range: 32, Dmg: 17d6 fire	Railguns: Atk: +0/+0, Incr: 8, Dmg: 21d6 pierc. (ignores 10 hull hardness) Missiles: Atk: +1, range: 32, Dmg: 17d6 fire	Railguns: Atk: -1/-1/-1/-1, Incr: 12, Dmg: 24d6 pierc. (ignores 10 hull hardness)
Special Attacks:	-	-	-
Special Qualities:	CIWS 50% intercept chance, 6x/round sensor array: computer use +8	CIWS 50% intercept chance, 6x/round sensor array: computer use +8	CIWS 50% intercept chance, 7x/round sensor array: computer use +8
Crew complement:	30	150	800
Installed Systems:	advanced sensor array, shield generator, ECCM, speed enhancement, laser CIWS	advanced sensor array, barrier projector, ECCM, ECM, laser CIWS	advanced sensor array, barrier projector, ECCM, ECM, laser CIWS, gravitic targetting stabilizer
Installed Weapons:	3x (light) laser cannon (triple turret) 3x (light) missile launcher (plasma)	6x (light) railgun (2x triple turret) 3x (light) missile launcher (plasma)	12x (medium) railgun (4x triple turret)
Cargo capacity:	500 tonnes	1,000 tonnes	2,000 tonnes
Docking bays:	-	2 internal (up to 20HD each)	2 internal (up to 20HD each)

Demons and Devils

Both demons and devils use generic ships - demons moreso because of their inferior domestic design - but those are not readily available to them. Instead they rely on their own ship designs for most operations.

Demon Sphere

This object is only a ship in principle, it does not follow any convention of shipbuilding. It resembles a metallic sphere, one-hundred and fifty feet across, with missile batteries dotting its exterior surface. The ship's core is a magical device that generates a gravity field with itself at its center. The ship's decks are arranged around the core, allowing the crew to walk around on what could be interpreted as a miniature planet. Because of the ship's small size and strong curvature of the deck, this can be extremely disorienting for other crews. The ship moves by shifting its gravity core slightly to one direction, causing the ship to follow it by 'falling' into the gravity well. It can use this to achieve cruise speeds as well,



Class:	Demon Sphere (light)
Diameter:	150 ft.
Size modifier:	attack: -8, AC: -8
Hit Dice:	65d20 (1.300 hit points)
Hull hardness:	10 (steel)
Shields:	-
Speed:	5 (5 base) (cruise capable)
Armor Class:	9 (-8 size, +4 dex, +3 natural)
Full Attack:	Missiles: Atk: +3/+3/+3, range: 24, Dmg: 12d6 piercing, or Atk: +3, range: 24, Dmg: 20d6 piercing
Special Attacks:	-
Special Qualities:	Gravity Core, Missiles Only, Self-Destruct
Crew complement:	40
Installed Systems:	-
Installed Weapons:	6x Missile Launcher (Kinetic Kill)
Cargo capacity:	100 tonnes
Docking bays:	-
Can only mount missile weapons.	

though the process takes 10 rounds and can not be accelerated. The ship has only a very basic electrical system and navigation and targeting systems. Because of this it can only be equipped with missiles, and the missiles need to fight against the ship's own gravity well, reducing their effective range. The gravity well can affect other ships however, reducing their tactical speed and preventing them from jumping to cruise. The ship is not launched in a traditional manner, but teleported from the shipyard to where it needs to be. It can land on planets but the gravity core is not powerful enough to lift the ship into orbit again. Ultimately these ships are cheap and considered expendable, teleported into a hopeless battle without a second thought to let more valuable ships escape, or to capture enemy ships. On average at least half of the crew of a ship of this type will be human slaves, and the ships are equipped with (unreliable) life support systems and minimal radiation shielding.

Gravity Core

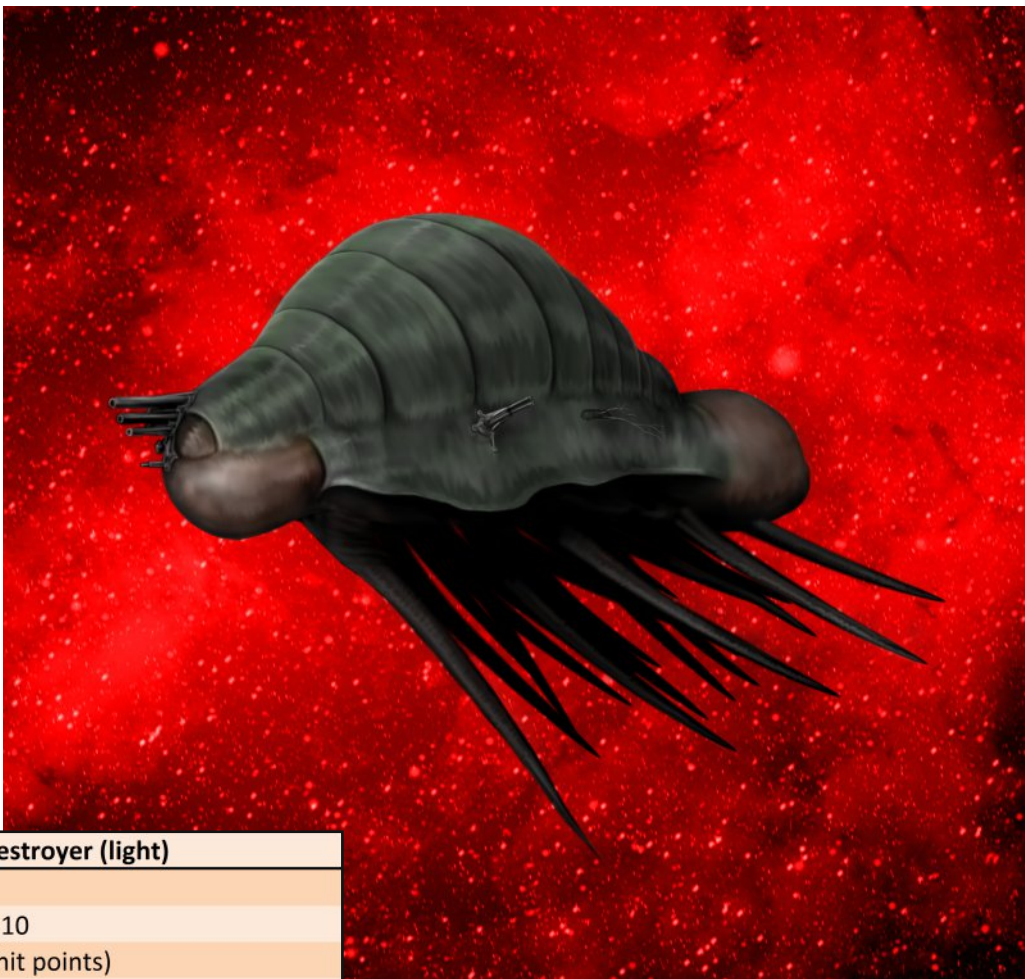
The Demon Sphere is built around a magical device that projects a gravity field around it. Missiles fired

Demon crews	All listed modifiers are already included in Demon ship entries.
Piloting:	Armor Class: +4 (dex), Piloting +7, Reflex save +5, Initiative +8 (+4 Dex, +4 Improved Initiative)
EW:	Computer Use +7
Gunnery:	Ranged attacks to-hit: +9 (+4 BaB, +4 Dex, +1 Weapon Focus)

from the ship have their maximum range decreased by 8. All other ships that enter within 3 distance units from a Demon Sphere have their movement speed reduced by 2 and can not make the jump to cruise speed. Entering the same space further reduces speed by 4. If speed is reduced to a negative number, the two ships will collide dealing 20d6 damage to both ships (hardness applies). This is a common way for demons to initiate boarding operations.

Self-Destruct

The ship's gravity core is rigged to explode should the ship be captured. The core will be destroyed and the hull will suffer 40d6 damage (hardness does not apply).



Class:	Kraken-Class Destroyer (light)
Length:	500 ft.
Size modifier:	Attack: -8, AC: -10
Hit Dice:	100d20 (2,000 hit points)
Hull hardness:	20 (organic)
Shields:	800 hit points, hardness 0, recharge 0
Speed:	5 (5 base) (cruise capable)
Armor Class:	9 (-10 size, +4 dex, +5 natural)
Full Attack:	Electric Lance: Atk: +6, Incr 10, Dmg 20d10 electric Railguns: Atk +3/+3/+3, Incr 12, Dmg: 18d6 piercing (ignores 10 hull hardness) Missiles: Atk: +5, range 50, Dmg: 16d6 fire
Special Attacks:	-
Special Qualities:	Hull hardness vs fire: 60 Advanced Sensor Array: Computer Use +13
Crew complement:	100
installed Systems:	Advanced Sensor Array, ECM, Grapplers, Gravitic Targeting Stabilizer, Shield Generator, Stasis Pods
Installed Weapons:	1x (light) Electric Lance (built-in) 6x (light) Railgun (3x twin turrets), 4x (light) Missile Launcher (20 staged plasma missiles each)
Cargo capacity:	1,000 tonnes
Docking bays:	2 internal (up to 20d20 each)

Devils Kraken-Class Destroyer

Devils use a mostly organic (80% by mass) class of ship. The hull is usually created from a spaceborne creature resembling an armored jellyfish. The core of its nervous system is removed and replaced with a computer while turret hardpoints are bolted onto the exoskeleton. A standard reactor and cruise drive are installed inside the creature's interior; the creature's natural reaction thrust and gravitic fields grant it its tactical movement speed. A typical ship is not equipped with life support or radiation shielding; Devils do not need life support, and the artificial climate would poison the creature. The creature's exoskeleton provides radiation shielding. The creatures used as the hull component vary in appearance. Ship performance depends on the installed primary and optional systems; this, rather than the shape of the hull, defines ships of this class.

The one factor hampering Kraken-Class ships' capabilities the most is the difficulty of obtaining military-grade systems and weapons. While reactors, cruise drives, and secondary systems can be obtained without too much trouble, the trade in military hardware is more strictly regulated. This requires devils to use more intermediaries and money, limiting

Devil crews	All listed modifiers are already included in Devil ship entries.
Piloting:	Armor Class: +4 (dex), Piloting +13, Reflex save +7, Initiative +4 (+4 dex)
EW:	Computer use +13
Gunnery:	Ranged attacks to-hit: +11 (+7 BaB, +4 Dex)

the quantity and quality of what is available to them.

The ship has a built-in weapon that can not be swapped out. The standard approach to combat is to deal damage at long range. If the enemy closes, the captain may order a boarding attempt. Against fire damage, the hull's hardness is 60 rather than 20.

Xorn Colony Ship (operated by both Demons and Devils)

Crude constructs of rock and steel, these objects are vast as they are old. Built millennia ago by the Xorn as colony ships, these slow moving behemoths were sent across the stars at slower-than-light speeds with their crew in stasis. As the Xorn needed no life support

or radiation shielding, and placing a Xorn in stasis was infinitely easier than performing the procedure on a humanoid, the Xorn were able to construct these ships with crude technology. Materials were obtained from asteroids and the mined-out asteroids themselves were incorporated, giving these ships their haphazard, irregular shape. No two ships are alike, though performance is the same. The engines were designed for maximum specific impulse, short-term thrust was not a consideration; as such, tactical movement speed is zero.

There is no record available of how many ships successfully completed their mission. Given that the Xorn would colonize a planet via one-way drop pods, it is not unreasonable to assume that an abandoned



ship is one that in fact completed its mission. If resettled, a Xorn colony ship can become a small colony in its own right, though resident races must provide their own artificial gravity, life support, radiation shielding, or even power - the systems of such ships, limited as they were to begin with, are rarely still in working order.

Both demons and devils use a multitude of Xorn colony ship hulls as stations. These stations are by themselves practically immobile, but can sometimes be teleported across star systems through a ritual where many thousands of victims are sacrificed. The stations can be used in an offensive role this way; as supercarriers holding many light and countless ultralight ships, including boarding pods, but also by launching entire sections at enemy stations. Due to their immobility, these stations pose little threat to warships by themselves unless they happen to be parked where the warship needs to be, in which case they can become a nuisance or obstacle, depending on how well the warship is able to avoid the station's fire.

Because of the station's size and mass, its sensors can not monitor the interior of the station. Troops both supernatural and mundane patrol the metal sprawl and hollowed-out asteroids, and creatures are left to roam more remote area as watch dogs. Most areas, including the surface, possess artificial gravity, though many areas are not pressurized and radiation shielding is minimal in levels close to the surface.

Each station is controlled from a large building roughly at the center. From this building fire control, sensors, communications, and internal security are monitored. The central building always has life support, gravity, and facilities for supporting a crew. Power systems, life support, artificial gravity, door controls, and other local functions are distributed throughout the station and require personnel on location to disable, repair, maintain, or inspect. Crew move around the station using a subway network. Individual trains are controlled from inside the train but their movements

can at all times be monitored from the control center.

Breakaway section:

The ship can sacrifice a section of its hull and launch it at an enemy stationary object. (This section can not make course corrections; any mobile object can evade it.) This section starts moving after the round in which it is detached, at tactical speed 3 (not cruise capable). Should the section reach its target, damage for a successful suicide ramming attempt is rolled. (Damage equal to 50-150% of the section's remaining hit points is dealt to both objects.) The section usually represents 100d20 of the hull, but larger sections can be detached (However, this can not be done on a moment's notice - the GM must determine beforehand how many, and how large the sacrificial sections will be. Upon detaching, the ship itself loses the number of hit points the section is given. A separated section has an Armor Class of 1 (-2 Dex, +3 natural, -10 size (may vary)), automatically fails reflex saves, and has no systems that can be jammed. As it coasts on inertia it has no engines to disable. But, a gravity well such as created by a Gravity Web Caster will alter its course by one distance unit per round, potentially causing it to miss its target. Unless power generators or power storage devices are located in the breakaway section, it will lose all internal functions after separation.

Configuration

Demons and devils usually install ancient chemical cannons on these stations, complete with their original turrets. They rely on modern sensor arrays for targeting information. Stasis pods are used throughout the station, effectively giving the station a storage capacity for replacement personnel. Because of the sheer size of the stations, it's very common for a multitude of different weapons and systems to be physically installed at various locations, but for only a few to be connected with power lines and control systems due to the limitations of the ancient infrastructure.

Stations near jump points are normally equipped with a psionic disruptor which prevents ships leaving through the jump point, as well as using psionic rift drives within a radius of eight Astronomical Units. These psionic disruptors are not 'normal' systems and do not take up system slots, but are expensive enough that they can only be installed on a small number of stations

Class:	Xorn Colony Ship (Devil operated)
Length:	4 miles
Size modifier:	Attack: -8, AC: -18
Hit Dice:	2.000d20 (40.000 hit points)
Hull hardness:	10 (steel/rock)
Shields:	-
Speed:	0 (0 base) (not cruise capable)
Armor Class:	-10 (-18 size, -5 immobile, +3 natural)
Full Attack:	Chemical Cannons: Atk: +1/+1/+1/+1, Incr: 6, Dmg: 28d6 piercing
Special Attacks:	Breakaway Section
Special Qualities:	Advanced Sensor Array: Computer Use +13
Crew complement:	2.000
installed Systems:	Advanced Sensor Array, Stasis Pods
Installed Weapons:	12x (superheavy) Chemical Cannon (4x triple turrets)
Cargo capacity:	1.000.000 tonnes
Docking bays:	20 internal (up to 200d20 each) 180 internal (up to 20d20 each)



Haziioth destroyers and fighters entering atmosphere.

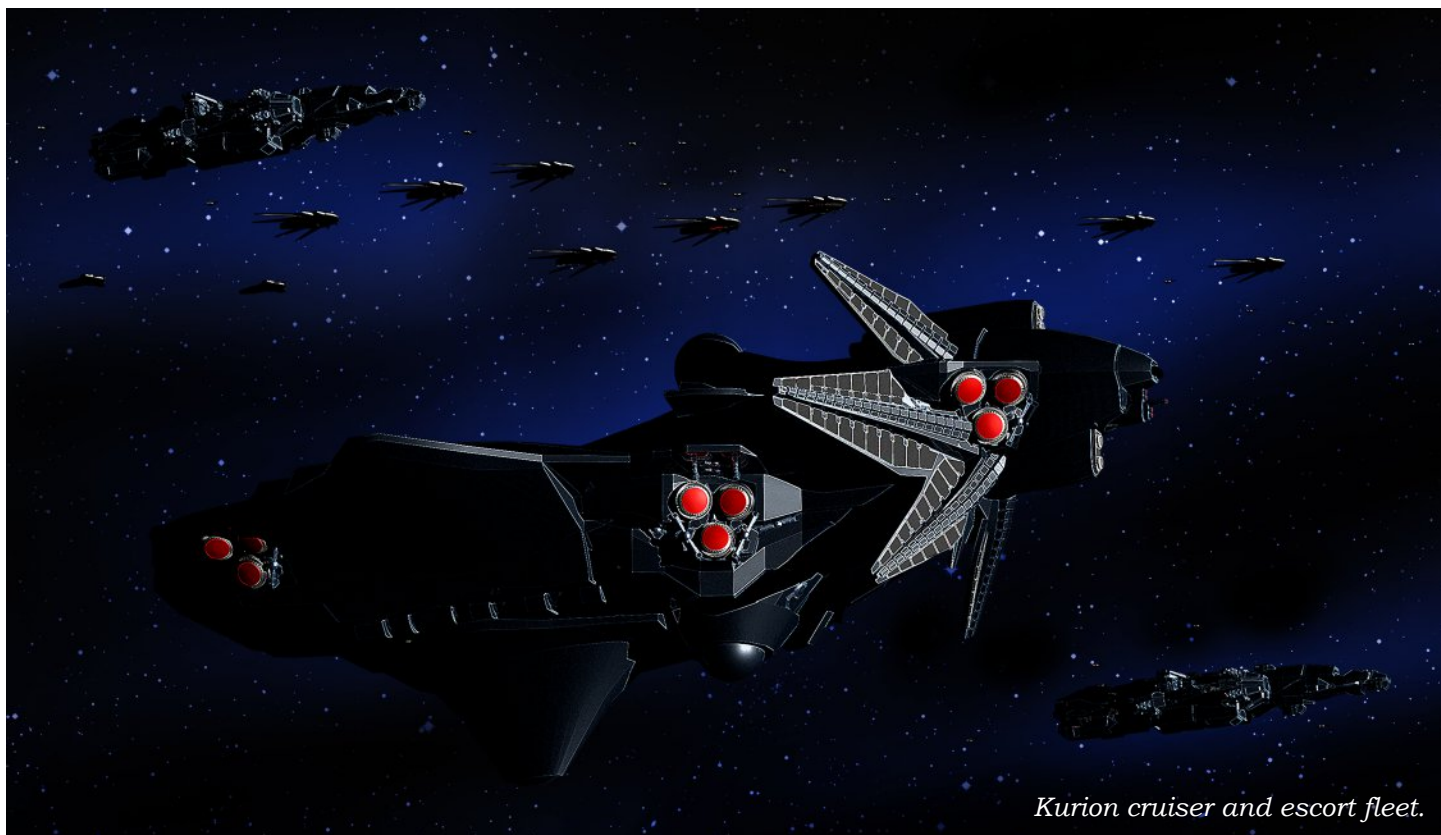
Haziioth

Haziioth Ships

Ships of the Haziioth fleet are designed to operate both inside an atmosphere and in space and are sleek designs with small winglets and control surfaces. Turrets are flattened domes and missile launchers are built into the hull. Haziioth ship designs gain a +2 bonus to attack rolls, this is already included in the haziioth ship entries. The Haziioth military is one of only a few that answers to a democratic government and is required

to observe rules of engagement. Haziioth ships inspect ships entering the sector both through scans and boardings. Ships will under no circumstances be allowed to enter the sector without being inspected. Haziioth crews tend to be well trained and disciplined and drug use is prohibited. Unless there is good reason not to, Haziioth ships will retreat, rather than fight to the death. A nearly defeated enemy will be given a chance to surrender, provided their reputation is not one of fanaticism or treachery.

Haziioth crews		All listed modifiers are included in Haziioth ship entries.	
Piloting:	Armor Class: +2 (dex), Piloting +12, Reflex save +4, Initiative +2 (+2 dex)		
EW:	Computer use +10		
Gunnery:	Ranged attacks: +6 (+4 BaB, +2 Dex)		
Haziioth Ships			
Class:	Haziioth Medium Fighter (ultralight)	Haziioth Bomber (ultralight)	Haziioth Destroyer (light)
Length:	40 ft.	100 ft.	450 ft.
Size modifier:	attack: -4, AC: -4	attack: -8, AC: -8	attack: -8, AC: -10
Hit Dice:	10d20 (200 hit points)	16d20 (320 hit points)	90d20 (1.800 hit points)
Hull hardness:	30 (cerametal)	30 (cerametal)	30 (cerametal)
Shields:	100 hit points, hardness 0, recharge 0	104 hit points, hardness 0, recharge 0	1.080 hit points, hardness 10, recharge 10
Speed:	10 (8 base, +2 reactor) (cruise capable)	8 (6 base, +2 spd enh.) (cruise capable)	7 (5 base, +2 spd enh.) (cruise capable)
Armor Class:	12 (-4 size, +2 dex, +3 natural, +1 reactor)	9 (-8 size, +2 dex, +4 natural, +1 speed enh.)	7 (-10 size, +2 dex, +4 natural, +1 speed en.)
Full Attack:	graviton pulse cannons: Atk +5, Incr: 8 Dmg: 15d10 fire	Torpedo: Atk: +0, range: 50 Dmg: 20d6 fire (ignores 20 hull hardness) graviton pulse cannon: Atk +0, Incr: 8 Dmg: 10d10 fire	Railguns: Atk: +2/+2/+2/+2/+2, Incr: 12, Dmg: 18d6 pierc. (ignores hull 15 hardness)
Special Attacks:	-	jammer: computer use +10	gravity web caster: Atk: +2, Incr: 8
Special Qualities:	-	sensor array: computer use +10	CIWS 75% intercept chance, 5x/round sensor array: computer use +10
Crew complement:	1	4	40
installed Systems:	shield, reactor upgrade	advanced sensor array, jammer, shield generator, speed enhancement	advanced sensor array, achilles targetting unit, barrier projector, ECCM, gravitic targetting stabilizer, missile CIWS speed enhancement
Installed Weapons:	2x (ultralight) graviton pulse cannon	(ultralight) torpedo launcher (fusion) (ultralight) graviton pulse cannon	10x (light) railgun (5 twin turrets) (ultralight) gravity web caster
Cargo capacity:	0.5 tonnes	10 tonnes	300 tonnes
Docking bays:	-	-	2 internal (up to 20HD each)
Haziioth ships grant a +2 modifier to all attack rolls. This is included in their listed attack modifiers.			



Kurion cruiser and escort fleet.

Kurion Empire

Kurion Ships

Most Kurion ships are small, obsolete attack craft crewed by unwilling slaves who have been stripped of much of their bodies and inserted as organic control systems. A small number are capital ships crewed by regular crews. (These crews are also unwilling cyborgs, but remain mostly intact.)

Cyborg Craft

Ships listed as cyborg craft can not be operated by normal crews. They are not crewed by cyborgs, they are cyborgs. Unless the purpose of the craft is to transport objects internally, they have no interior space.

Kurion Crews

Organic control systems are black polymeric boxes 5 feet long containing the living head and torso of an unwilling recruit. Originally intended as a temporary solution to crew shortages, they are now used in all expendable Kurion ships. The ships in question are built from very old designs and emit low levels of harmful radiation internally. As a result, organic control systems

rarely survive more than a few years before they must be replaced. The casket is emptied, cleaned, and a new 'recruit' is inserted. It is technically possible to do away with the body entirely and incorporate only the brain, but this procedure is considered too time consuming and expensive given the inevitable deterioration of organic matter on a Kurion cyborg ship.

Due to their short life expectancy and tortured existence, organic control systems do not gain experience and proficiency. More skilled individuals are not used as organic control systems but stationed on more valuable ships.

Only Kurion nobles are ever commanders on capital ships. They tend to behave needlessly aggressive if a situation favors them and cowardly if it does not. Expendable ships are sent in first to overwhelm the enemy. Capital ships maintain distance until the enemy is all but destroyed. The Kurion do allow enemies to surrender but being taken prisoner by the Kurion is by most considered to be a fate worse than death.

Kurion crews	All listed modifiers are included in Kurion ship entries.
Unwilling organic control systems	
Piloting:	Armor Class: +1 (dex), Piloting +8, Reflex save +2, Initiative +5 (+1 dex, +4 improved initiative)
EW:	Computer use +6
Gunnery:	Ranged attacks: +3 (BaB +2, Dex +1)
Fox Hunt Squadron unwilling organic control systems and regular crews	
Piloting:	Armor Class: +3 (dex), Piloting +14, Reflex save +5, Initiative +7 (+3 dex, +4 improved initiative)
EW:	Computer use +14
Gunnery:	Ranged attacks: +7 (+4 BaB, +3 Dex)

Kurion Ships			
Class:	Light Fighter (ultralight, cyborg)	Boarding Shuttle (ultralight, cyborg)	Starfish Corvette (light, cyborg)
Length:	10 ft. (20 ft. with spines)	60 ft.	75 ft. (150 ft. with spines)
Size modifier:	attack: -2, AC: -2	attack: -8, AC: -8	attack: -8, AC: -8
Hit Dice:	4d20 (80 hit points)	10d20 (200 hit points)	30d20 (600 hit points)
Hull hardness:	10 (polymeric)	10 (polymeric)	20 (polymeric)
Shields:	-	-	240 hit points, hardness 0, recharge 0
Speed:	10 (8 base, +2 spd enh.) (no cruise)	7 (7 base) (no cruise)	6 (6 base) (cruise capable)
Armor Class:	12 (-2 size, +1 dex, +2 natural, +1 spd enh.)	5 (-8 size, +1 dex, +2 natural)	5 (-8 size, +1 dex, +2 natural)
Full Attack:	Missile: Atk: +3, range: 32, Dmg: 8d6 pierc.	-	Lasers: Atk: -1, Incr: 6, Dmg: 16d10 fire
Special Attacks:	-	Interdictor missile: Atk: +1, range: 32 grapple: +8 piloting, 1 forced entry port	-
Special Qualities:	-	-	-
Crew complement:	1 unwilling organic control system	2 unwilling organic control systems	2 unwilling organic control systems
Installed Systems:	speed enhancement	grappler system	shield generator, ECCM
Installed Weapons:	(ultralight) missile launcher (kinetic kill)	(ultralight) missile launcher	4x (light) laser beam cannon (quad turret)
Cargo capacity:	-	60 tonnes	-
Docking bays:	-	-	-
Class:	Kurion Scout (ultralight, cyborg)	Kurion EW ship (light, cyborg)	Kurion Tender (light, cyborg)
Length:	100 ft.	100 ft. (170 ft. with spines)	500 ft.
Size modifier:	attack: -8, AC: -8	attack: -8, AC: -8	attack: -8, AC: -10
Hit Dice:	15d20 (300 hit points)	40d20 (800 hit points)	80d20 (1600 hit points)
Hull hardness:	20 (polymeric)	20 (polymeric)	35 (cerametal)
Shields:	180 hit points, hardness 10, recharge 10	320 hit points, hardness 0, recharge 0	960 hit points, hardness 10, recharge 10
Speed:	8 (8 base) (cruise capable)	6 (6 base) (cruise capable)	5 (5 base) (cruise capable)
Armor Class:	7 (-8 size, +1 dex, +2 natural, +2 ECM)	5 (-8 size, +1 dex, +2 natural)	5 (-10 size, +1 dex, +2 natural, +2 ECM)
Full Attack:	graviton pulse cannon: Atk -5, Incr: 8 Dmg: 10d10 fire	Torpedo: Atk: -5, range: 50 Dmg: 20d6 fire (ignores 20 hull hardness)	Missiles: Atk: -3, range: 50, Dmg: 16d6 fire
Special Attacks:	gravity web caster: Atk: -5, Incr: 8	jammer: computer use +8	-
Special Qualities:	CIWS 75% intercept chance, 4x/round stealth (detection: computer use DC 25) sensor array: computer use +8	CIWS 50% intercept chance, 6x/round sensor array: computer use +8	automatically repairs 2d6 hp/hour CIWS 50% intercept chance, 6x/round immune to critical hits/sneak attack dmg. sensor array: computer use +8
Crew complement:	3 unwilling organic control systems	4 unwilling organic control systems	4 unwilling organic control systems 50 heavily augmented unwilling cyborgs
Installed Systems:	advanced sensor array, barrier projector, stealth system, ECM, missile CIWS	2x advanced sensor array, jammer, laser CIWS, shield generator	advanced sensor array, automated damage control, automated repair system, barrier projector, ECM, extra fuel tanks, laser CIWS
Installed Weapons:	(ultralight) graviton pulse cannon (ultralight) gravity web caster	1x (light) torpedo launcher (fusion)	4x (light) missile launcher (staged plasma)
Cargo capacity:	-	-	5,000 tonnes
Docking bays:	-	-	12 external (up to 30HD each)
Class:	Fox Hunt Corvette (light, cyborg)	Fox Hunt Destroyer (light)	Fox Hunt Cruiser (medium)
Length:	75 ft. (150 ft. with spines)	430 ft.	1,000 ft.
Size modifier:	attack: -8, AC: -8	attack: -8, AC: -10	attack: -8, AC: -14
Hit Dice:	40d20 (800 hit points)	80d20 (1,600 hit points)	240d20 (4,800 hit points)
Hull hardness:	20 (polymeric)	30 (cerametal)	30 (cerametal)
Shields:	560 hit points, hardness 10, recharge 10	960 hit points, hardness 10, recharge 10	2,880 hit points, hardness 10, recharge 10
Speed:	8 (6 base, +2 reactor) (cruise capable)	6 (6 base) (cruise capable)	3 (3 base) (cruise capable)
Armor Class:	9 (-8 size, +3 dex, +3 natural, +1 reactor)	9 (-10 size, +3 dex, +4 natural, +2 ECM)	6 (-14 size, +3 dex, +5 natural, +2 ECM)
Full Attack:	graviton pulse cannons: Atk +1/+1, Incr: 8 Dmg: 19d10 fire	spinal graviton cannon: Atk +0, Incr: 9 Dmg: 24d10 fire graviton pulse cannons: Atk +1/+1, Incr: 8 Dmg: 18d10 fire Missiles: Atk: +3, range: 50, Dmg: 14d6 fire	Railguns: Atk: +0/+0/+0/+0/+0 Incr: 12, Dmg: 21d6 pierc. (ignores 10 hull hardness)
Special Attacks:	gravity web caster: Atk: +1, Incr: 8 Interdictor missile: Atk: +7, range: 32	jammer: computer use +14	-
Special Qualities:	-	CIWS 50% intercept chance, 6x/round sensor array: computer use +14	CIWS 75% intercept chance, 6x/round sensor array: computer use +14
Crew complement:	4 unwilling organic control systems	40 unwilling cyborgs, 1 nobleman	200 unwilling cyborgs, 1 nobleman
Installed Systems:	barrier projector, ECCM, reactor upgrade	advanced sensor array, barrier projector, ECM, ECCM, jammer, laser CIWS	achilles targetting unit, advanced sensor array, barrier projector, ECCM, ECM, gravitic targetting stabilizer, missile CIWS
Installed Weapons:	4x (light) graviton pulse cannon (2x twin t.) 1x (light) missile launcher (interdictor) 1x (ultralight) gravity web caster	1x (light, spinal) graviton pulse cannon 4x (light) graviton pulse cannon (2x twin t.) 3x (light) missile launcher (staged plasma)	12x medium railguns (6x twin turrets)
Cargo capacity:	-	600 tonnes	5,000 tonnes
Docking bays:	-	2 external (up to 20HD each)	12 external (up to 30HD each)

Living Machines

Ships

Living Machine ships can not be used by characters, nor can their equipment or weapons be swapped. Variations exist but they were grown that way, they were not refitted. Living Machines do not have crews, they are their own entities. Initially Living Machines had a degree of standard programming but over time variations have appeared. All Living Machine ships are capable of entering an atmosphere and landing on a planet. Living Machines ships require no reaction mass and only small amounts of deuterium and helium-3, far less than their power output logically would

require. All Living Machine 'ships' are powered by type III psionic receptacles. The percentage chance that one can be recovered is equal to 1% per Hit Die (up to a maximum of 100%).

Behavior

They tend to form colonies or swarms and inhabit asteroid fields and low gravity moons, provided there is frozen water present. If helium-3 is not present in the ice, Living Machine swarms sometimes periodically migrate to inhabited planets or gas giants, if helium-3 can be found there. Swarms tend to follow convoys at a distance, waiting for one of the 'herd' to fall behind. When Living Machine ships attack they consume their

Living Machines	All listed modifiers are included in Living Machine ship entries.		
Piloting:	Armor Class: +3 (dex), Piloting +10, Reflex save +6, Initiative +7 (+3 dex, +4 improved initiative)		
EW:	Computer use +10		
Gunnery:	Ranged attacks: varies		
Living Machine Ships			
Class:	Shark (ultralight)	Jumper (ultralight)	Man of War (light)
Length:	30 ft.	40 ft.	250 ft.
Size modifier:	attack: -4, AC: -4	attack: -4, AC: -4	attack: -8, AC: -12
Hit Dice:	7d20 (140 hit points)	11d20 (220 hit points)	35d20 (700 hit points)
Hull hardness:	20/magic or psionic	20/magic or psionic	30/magic or psionic
Speed:	7 (7 base) (cruise capable)	8 (8 base) (cruise capable)	5 (5 base) (cruise capable)
Armor Class:	12 (-4 size, +3 dex, +3 natural)	12 (-4 size, +3 dex, +3 natural)	9 (-8 size, +3 dex, +4 natural)
Full Attack:	UV laser: Atk: -3, Incr: 6, Dmg: 10d10 fire	coilguns: Atk: -3, Incr: 6, Dmg: 12d10 pierc.	UV laser: Atk: -1, Incr: 8, Dmg: 12d10 fire coilgun: Atk: -1, Incr: 8, Dmg: 12d10 pierc.
Special Attacks:	-	-	-
Special Qualities:	regeneration 5	phase jump: 1x/5 rounds, 30 (free action) regeneration 5 stealth (detection: computer use DC 28)	regeneration 5 sensor array: computer use +10
installed Systems:	-	cloaking system (includes actual invisibility)	advanced sensor array
Installed Weapons:	UV laser array	twin coilguns	coilgun UV laser array
Cargo capacity:	6 tonnes (stomach)	8 tonnes (stomach)	100 tonnes (stomach)
Docking bays:	-	-	-
Class:	Greed (light)	Leviathan (medium)	Nursery Ship (medium)
Length:	400 ft.	700 ft.	900 ft.
Size modifier:	attack: -8, AC: -10	attack: -8, AC: -14	attack: -8, AC: -14
Hit Dice:	70d20 (1.400 hit points)	150d20 (3.000 hit points)	200d20 (4.000 hit points)
Hull hardness:	30/magic or psionic	30/magic or psionic	20/magic or psionic
Speed:	7 (7 base) (cruise capable)	3 (3 base) (cruise capable)	2 (2 base) (cruise capable)
Armor Class:	11 (-10 size, +3 dex, +8 natural)	4 (-14 size, +3 dex, +5 natural)	3 (-14 size, +3 dex, +4 natural)
Full Attack:	coilguns: Atk: +2, Incr: 9, Dmg: 24d10 pierc.	UV lasers: Atk: -1/-1, Incr: 10, Dmg: 20d10 fire coilguns: Atk: +1/+1/+1/+1, Incr: 6, Dmg: 10d10 pierc. (+4 to-hit vs ultralights)	coilguns: Atk: +1/+1/+1, Incr: 6, Dmg: 10d10 pierc. (+4 to-hit vs ultralights)
Special Attacks:	grapple: +10 piloting, 2 forced entry ports plasma burst: Atk: +4, Incr: 10 saboteur missile: Atk: +2/+2/+2/+2 range 36 (ignores automated CIWS)	smart bomb launcher: Atk: +10, range: 30	-
Special Qualities:	-	CIWS 100% intercept chance, 8x/round (CIWS can not be jammed) regeneration 10	regeneration 10 stealth (detection: computer use DC 30)
installed Systems:	grappler system	UV laser CIWS	cloaking system (includes actual invisibility)
Installed Weapons:	2x spinal coilgun plasma burst cannon 4x missile launcher (saboteur)	2x spinal UV laser 4x point defense coilgun smart bomb launcher	3x point defense coilgun
Cargo capacity:	100 tonnes (stomach), 300 tonnes	5.000 tonnes (stomach)	30.000 tonnes
Docking bays:	-	20 internal (up to 20HD each)	10 internal (up to 20HD each)
smart bomb launcher: Deals 20d6 piercing damage, target ship can succeed on DC 15 reflex save to halve damage			
plasma burst: If the weapon hits, target ship must succeed on computer use DC 20 or be blinded (and flatfooted) for 1 round. (CIWS is blinded also.)			

Living Machine Ships (support)			
Class:	Asteroid Eater (ultralight)	Infested Asteroid (heavy)	Colony Ship (superheavy)
Length:	200 ft.	4.000 ft. (varies)	20.000 ft.
diameter:		4.000 ft. (varies)	6.000 ft.
Size modifier:	attack: -8, AC: -8	attack: -8, AC: -16	attack: -8, AC: -18
Hit Dice:	25d20 (500 hit points)	400d20 (8.000 hit points)	2.000d20 (8.000 hit points)
Hull hardness:	10/magic or psionic	20	20/magic or psionic
Speed:	3 (5 base) (cruise capable)	-	1 (1 base) (cruise capable)
Armor Class:	4 (-8 size, +2 natural)	-5 (-16 size, -5 dex, +6 natural)	-6 (-18 size, +2 natural)
Full Attack:	drill +1 melee, Dmg: 10d6 piercing	-	-
Special Attacks:	-	-	-
Special Qualities:	healing aura CIWS 100% intercept chance, 2x/round (CIWS can not be jammed)	built-in Nursery CIWS 100% intercept chance, 9x/round (CIWS can not be jammed)	built-in Nursery stealth (interstellar space only)
installed Systems:	UV laser CIWS	UV laser CIWS	-
Installed Weapons:	mining drill	-	-
Cargo capacity:	-	500.000 tonnes	500.000 tonnes
Docking bays:	-	10 internal (up to 100HD each)	20 internal (up to 100HD each) 100 internal (up to 20HD each) 30 external (up to 200HD each) 100 external (up to 40HD each)
healing aura: Other Living Machine Ships (even those hostile to the Asteroid Eater) in the combat area regenerate 10 additional hit points per round while the Asteroid Eater is able to consume asteroids. One Asteroid Eater can support up to 10 other ships at any given time. Multiple Asteroid Eaters do not increase the regeneration rate.			

prey. Once they have eaten their fill, they will withdraw until their stomach contents have been transferred to the nearest nursery for conversion into more Living Machines. It takes one day for a stomach to be emptied this way, the Living Machines must be within one light minute from the nursery for this to be possible.

Infested Asteroid

The ship version of the Nursery was a later addition to the Living Machine fleet; the earlier models were planetside models dug into an asteroid. These models do not have the mobility or capabilities of Nursery ships, but can be quite durable. As the asteroid determines the object's size, armor class, and hit points, there can be quite a large variation between otherwise similar units. Unlike other Living Machines, this unit does have an interior space crews can enter, though the asteroid interior does not provide any life support or gravity.

Living Machine Colony Ship

This is technically a misnomer as Living Machines do not actually create colonies. 'Invasion Vehicle' might be a more accurate term. As Living Machines can not pass through jump points unassisted, and key jump points are well-defended, the designers of the Living machines took a different approach to invading a star system. The 'Colony Ship' is essentially a massive sub-light cruise drive to which a massive invasion force of Living Machines latches on for the journey. The ship travels to a nearby star system through interstellar space at high, but sub-light speeds, powered by the collective energy of the invasion force.

The ship can reach speeds of up to 50% of light speed and while travelling in interstellar space, is nearly impossible to detect via normal means. Psychics can sense an approaching ship a month before it arrives.

Once it reaches a star system its maximum cruise speed is reduced to 8.33% of light speed, comparable to standard cruise drives. Once the ship arrives at its destination it can be consumed, the materials used to create even more combat units by the Nurseries that are part of the invasion force. The ship is also equipped with its own built-in Nursery, this one becomes an independent Nursery Ship should the Colony Ship be consumed.

The front is a mushroom-shaped debris shield, which functions as ablative, regenerative armor, as well as a crude stealth system, hiding the energy signatures of everything behind it. Behind that is the cruise drive, a roughly spherical mass of machinery, which has its own power core, but draws most of its power from the psionic receptacles of the invasion force units. After that comes the long tail with its many branches, where the invasion force is kept. The invasion force units activate when the Colony Ship reaches its destination or is attacked.

Because the Colony Ship was designed to operate independently for a long period of time, it was created with more decision-making capabilities than other Living Machine units. The extent of its intelligence is unknown, but its thought patterns are almost certainly nothing like those of a human-like intelligence.



Spaceborne Organisms

Several sectors are home to an ecosystem that extends into space. This ecosystem is believed to have started off in the upper atmosphere of a gas giant, where organisms evolved a form of biological gravity field, allowing them to reach higher and higher altitudes, until they eventually were able to drift to other celestial objects. The creatures are physically capable of entering the atmospheres of other planets - gravity is generally higher at a gas giant - but many 'normal' atmospheres are toxic to them. Predatory creatures may still perform brief raids however, preying on wildlife before heading back into space before the atmosphere significantly harms them.

Out of the listed species, only Faraginator and Horrendum are known to the interstellar community.

Flora

Parum Vitae

The basis of this ecosystem is a microscopic plantlike organism that exists in the form of swarms inside of a gas giant's atmosphere, but coalesces into a transparent sphere for interplanetary travel as it spreads to other planets (it can only thrive in gas giants).

On a tactical level this organism is harmless but its presence makes harvesting of fusion fuel from a gas giant more expensive as it accumulates and clogs up the harvesting equipment. At the same time, the organism's biochemical processes can over the course of centuries increase the concentrations of key isotopes. Parum Vitae is not capable of fast travel and can take centuries to cross a star system; more often than not, it is carried on the skin of other organisms. The organism has adapted to predation by being difficult to detect - this can make it a navigation hazard in some cases.

Omnia Pondus

Omnia Pondus is a collection of plant life, capable of surviving in space. The basic 'unit' consists of a star-shaped collection of hard stalks three hundred feet across, dotted with smaller nodules - these can unfurl into very large leaves, which function as organic solar panels. These units float through space until they reach a solid object, to which they attach themselves with hooks. This plant life is capable of drawing nourishment from most matter, including inorganic materials, and converting it into more of itself at a slow but steady rate, eventually creating units that can disconnect from the main body and spread to new locations (though it can also stay attached). The primary locations where this type of organism is found are asteroid belts and low-gravity planetoids where it can form into extremely large aggregates and form the basis of a hard vacuum ecosystem, prolonged gravity higher than 0.1G kills it. Tactically, this plant life is not a threat other than as a navigation hazard; however, the plant will start eating into the hull of any ship that lands on it. It is not known how this plant life came to be; it could not have originated on a gas giant due to the high gravity there. Faraginator can use it as breeding ground and large breakaway sections can function as the physical basis of slowly drifting ecosystems. Species that rely on gravitic effects for movement damage Omnia Pondus and render it temporarily sterile, preventing it from spreading out of control.

Herbivores

Feeding on these microscopic organisms are larger, more complex herbivorous organisms. These are not a single species, but rather a collection of species filling a series of related niches, cooperating in a symbiotic manner - though each species is capable of surviving on its own at a reduced efficiency.

Faraginator

The basis of this symbiosis is formed by large jellyfish-like creatures whose internal organic fusion furnace grants it with a tremendous amount of energy that it can trade with other creatures for nutrients. The organism relies on weak gravity fields and is capable of traveling long distances, allowing it to cross a star system in the space of a year. Most crucially, the organism is capable of traversing jump points, allowing it - and organisms attached to it - to spread to other star systems. This ability has led environmentalists to demand the creatures be classified as sentient beings and their status upgraded to that of a protected species. The organisms have not been observed exhibiting much intelligent behavior however, and no governments have officially banned hunting them. Faraginator are highly territorial and will attack anything that gets near, but will not seek to destroy a 'rival' that withdraws or ends up disabled (or powers down).

Horrendum

Working together with the larger Faraginator are smaller, tactically faster fish-shaped organisms. These organisms have a number of abilities that make them effective at quickly gathering large quantities of microscopic organisms: a high-impulse plasma stream jet that allows speeds comparable to a fighter craft, a gravity scoop that can collect all small particles in a large area, and an expanding bladder that can store several tonnes of material. These creatures are capable of converting nourishment into energy at a slow rate but gain far more energy from latching on to a Faraginator. Because the plasma jet requires reaction mass, it is not efficient for long-distance travel and latching on to a Faraginator also allows for much more efficient travel. A Faraginator with several Horrendi attached can function as an efficient feeding unit. The smaller creatures will defend their 'mothership' if it is attacked, as they depend on it for their survival. Otherwise they are not aggressive.

Satianodon

A larger, later life-stage of Horrendum that gathers food for and can provide nourishment for large numbers of Horrendi, but does not travel into deep space. The creature is extremely territorial and will attack anything that gets close to its swarm of Horrendi, and unlike Faraginator, will continue attacking until the target is destroyed.

Predators

Predators are capable of speeds higher than the herbivorous species but the higher energy consumption limits their endurance. These creatures rarely travel more than a few light minutes from the gas giant they inhabit. No predatory species have been observed passing through jump points, as none have ever been observed in the vicinity of one. They will instinctively hunt anything with a power signature, or that seems to be moving on its own power, but will not be able to digest ships. Crewmembers can be digested as normal prey.

Amarissodon

Amarissodon is the apex predator in space, growing up to 300 ft. in length. It hunts alone and prefers to prey on lone targets, only leaving the atmosphere of the gas giant it inhabits when it has spotted a prey in orbit, or leaves for a hunting trip to another celestial object - the creature never lingers in space. It can attack prey in the upper atmospheres of other planets but hunting lower is not possible in atmospheres containing oxygen as it is toxic to the creature. Another strategy the creature employs is to steal kills from smaller predators.

Penetrodon

This creature is entirely transparent and when not in combat, has almost no heat signature. It stalks and hunts prey, usually alone but sometimes in groups, sometimes using its tail spike melee attack to disable a target. Penetrodon is unfortunate in that Amarissodon tends to steal its prey even when it is already satiated, resulting in the former being forced to kill far more prey than it needs to eat. Even when not harrassed, Penetrodon tends to hunt for sport, sometimes leaving entire herds of herbivores dead in its wake.

Surculoschus

This creature is a pack hunter and the most common predator - though it is also the prey of larger creatures if caught alone. Groups tend to follow large herbivores and prey on stragglers or sick creatures. Surculoschus reproduce at a prodigious rate, but due to their extremely aggressive behavior during the mating season also face high attrition. This aggressive behavior is correlated to population density, ultimately keeping their population balanced.

Spaceborne Organisms			
Species:	Surculoschus (predator)	Penetrodon (predator)	Amarissodon (predator)
Length:	40 ft.	150 ft.	300 ft.
Size modifier:	attack: -4, AC: -4	attack: -8, AC: -8	attack: -8, AC: -10
Hit Dice:	10d20 (200 hit points)	25d20 (500 hit points)	50d20 (1.000 hit points)
Hull hardness:	5 (organic)	5 (organic)	5 (organic)
Shields:	-	200 hit points, hardness 0, recharge 0	-
Speed:	10 (10 base) (cruise capable)	8 (8 base) (cruise capable)	7 (7 base) (cruise capable)
Armor Class:	12 (-4 size, +3 dex, +3 natural)	9 (-8 size, +2 dex, +5 natural)	7 (-10 size, +1 dex, +6 natural)
Full Attack:	laser: Atk +5, Incr: 6, Dmg: 6d10 fire bite: Atk +5 (melee), Dmg: 6d10 acid	warp spike: Atk: +3/+3, range: 40, Dmg: 10d6 fire, ignores automated CIWS tail spike: Atk +7 (melee), Dmg: 8d10 piercing + system malfunction*	spatial disruptors: Atk: +3/+3/+3, Incr: 8, Dmg: 10d10 fire bite: Atk +8 (melee), Dmg: 10d10 piercing + 10d10 electric spatial disruption pulse**
Special Attacks:	-	-	-
Special Qualities:	organic sensors: perception +12	organic sensors: perception +13 stealth (detection: computer use DC 28)	organic sensors: perception +14
Cargo capacity:	5 tonnes in gullet	50 tonnes in gullet	200 tonnes in gullet
*System malfunction: The EW operator of the target ship must succeed on a Computer Use check with a DC equal to the tail spike's attack roll+10. Upon failure, one random system (such as shield generator, ECM, advanced sensor array) ceases functioning for 1d4 rounds.			
**Spatial disruption pulse: Radius of 3 distance units, centered on Amarissodon. All in area of effect suffer 10d10 electric damage, reflex save DC 20 for half damage. Can be used in place of full attack.			
Species:	Horrendum (herbivore)	Satianodon (herbivore)	Faraginator (herbivore)
Length:	20 ft.	150 ft.	300 ft. (height 500 ft.)
Size modifier:	attack: -2, AC: -2	attack: -8, AC: -8	attack: -8, AC: -10
Hit Dice:	5d20 (100 hit points)	30d20 (600 hit points)	60d20 (1.200 hit points)
Hull hardness:	5 (organic)	5 (organic)	5 (organic)
Shields:	-	-	-
Speed:	8 (8 base) (no cruise)	7 (7 base) (no cruise)	3 (3 base) (no cruise)
Armor Class:	13 (-2 size, +2 dex, +3 natural)	6 (-8 size, +1 dex, +3 natural)	3 (-10 size, +3 natural)
Full Attack:	warp pulse: Atk: +5, Incr: 6, Dmg: 6d10 fire (ignores shields)	warp pulse: Atk: +6/+6, Incr: 6, Dmg: 6d10 fire (ignores shields)	spatial cutter: Atk: +5, Incr: 8, Dmg: 15d10 fire (ignores 30 hull hardness) tendrils: Atk +1/+1/+1/+1 (melee), Dmg: 10d10 electric
Special Attacks:	-	*gravity destabilizer (once per 1d4 rounds)	**grapple: +12 piloting (flying)
Special Qualities:	organic sensors: perception +8 symbiosis	organic sensors: perception +8 symbiosis	organic sensors: perception +8 symbiosis
Cargo capacity:	10 tonnes in gullet	100 tonnes in gullet	400 tonnes in gullet
Docking bays:	-	-	8 external (up to 20HD each)
**If Faraginator makes successful grapple attempt, it automatically deals tendrils damage for all four tendrils to grappled object. (But can not perform ranged attacks against target.) New grapple check must be made each round to maintain grapple. Creature can not board grappled object.			
*Gravity destabilizer: Target must succeed on DC 25 Piloting check or suffer -2 movement speed and -3 to AC.			
Species:	Parum Vitae (microscopic)	Omnia Pondus (plantlife)	Omnia Pondus Aggregate (plantlife)
diameter:	30 ft.	300 ft.	10 miles
Size modifier:	attack: -4, AC: -4	attack: -8, AC: -10	attack: -8, AC: -18
Hit Dice:	1d20 (20 hit points)	50d20 (1.000 hit points)	4.000d20 (80.000 hit points)
Hull hardness:	-	*20 (organic)	*20 (organic)
Shields:	-	20 hit points, hardness 0, recharge 0	5.000 hit points, recharge 10
Speed:	-	-	-
Armor Class:	1 (-4 size, -5 dex)	-2 (-10 size, -5 dex, +3 natural)	-10 (-18 size, -5 dex, +3 natural)
Special Attacks:	-	*absorption	**absorption
Special Qualities:	organic sensors: perception +12 stealth (detection: computer use DC 25)	-	***shield perimeter, atmosphere
*Omnia Pondus is vulnerable to gravity, gravity-based weapons bypass its hardness.			
**Absorption: The plant will convert 1 hit point per hour of any non-organic object in physical contact with it. When it has absorbed 1.000 hit points it generates an Omnia Pondus unit.			
***Shield perimeter: An Omnia Pondus Aggregate has a powerful shield which protects against radiation and may hold an internal atmosphere. (Which is rarely capable of supporting human life). This shield perimeter sits 1 mile from its physical outer edge, and blocks weapons fire from both in- and outside but does not block slow-moving objects. If strength is depleted the atmosphere is lost.			

Star Wraiths

Star Wraiths are ancient, space-dwelling undead. Their natural form resembles a prehistoric flying reptile, black in color with a skin that appears rough, almost stone-like. For untold ages they ruled space, travelling between planets at leisure and feeding on their inhabitants. The development of spacecraft has forced the star wraiths into hiding, their anger over the loss of what they consider their territory grows with every new planet colonized and every ship launched. Whenever possible, they will

attack defenseless ships, disable them, and then assume humanoid form to board the ships and devour the crew's life essence. Star Wraiths are heavily involved in piracy, usually by attacking a pirate ship, boarding it, and offering the crew to work for them or be devoured. Conversion into a Star Wraith is a reward reserved for loyal and capable crew members.

They are in conflict with other space-dwelling undead, though this is more a matter of competition than opposing ideals. Amongst themselves



s, Star Wraiths are highly territorial and do not tolerate others in their territory unless the other is either their servant, or too powerful to fight. Negotiations are rarely done in person, if negotiators are required they are usually third parties unaware of the details of exactly what they are negotiating for. Sometimes the negotiators themselves are thrown in to 'sweeten the deal'.

Board Ship (wraith form only)

A wraith can board a ship by penetrating the hull and reverting to humanoid form. This requires the target ship's shields to be down and the hull damaged to below 50% of maximum hit points. As a full-round action the wraith performs an opposed *Piloting* check against the target pilot. If it succeeds it will start the next round aboard the ship, in humanoid form.

Darkness Bonuses (Ex) (wraith form only)

Star wraiths gain bonuses in darkness. They gain a +3 on attack rolls, +10 hull hardness, and regeneration 5. This means they need to be behind the shadow of a planet or far enough from the local star(s) that the light is faint enough to be tolerable. (Beyond the orbit of the furthest planet, comparable to the distance jump points are found at.)

Energy Siphon / Energy Release (Ex) (wraith form only)

This requires that the creature make a successful melee attack against the target ship. The target EW operator must succeed on a computer use check with a DC equal to the enemy attack roll +10 or all energy is drained from the ship's directed energy weapons for the next round. The wraith can use the stored energy in the next round with an energy release. A wraith can only store one such attack at any time.

Slow (Su) (wraith form only)

This allows a star wraith to reduce an enemy ship's speed by half, rounded down. This ability has a maximum range and can be used as a free action. While slowed, a ship can not jump to cruise speed. To the operator, the cruise drive appears frozen, neither gaining nor losing charge.

Travel (Ex) (wraith form only)

Star wraiths travel within star systems by hibernating and drifting for years. Once outside the gravity well of a star they are able to accelerate to a significant percentage of light speed, travelling between stars in a matter of decades.

Humanoid Form

Star wraiths have a humanoid form. When boarding a ship or otherwise fighting indoors they must revert to this form. When changing between forms wraiths maintain a similar percentage of hit points. A wraith that had 50% of its hit points in human form will have 50% of its hit points in wraith form. If the wraith was

carrying cargo when it changed to humanoid form that cargo is deposited where the transformation occurred. When facing resistance, star wraiths will rely on hacking and disabling skills to disrupt the enemy. They are predators at heart, not warriors. They loathe fair fights and will rely on servants to absorb damage. Being creatures native to space, they have no hearing abilities. Instead their visual range extends into the infrared, allowing them to see in anything but supernatural darkness.

A small percentage of Star Wraiths can assume human form, allowing them to blend in with a human society. They can not make use of their Energy Drain ability, and are still vulnerable to direct sunlight.

Energy Drain (Su) (humanoid form only)

A humanoid killed by a star wraith's energy drain attack rises as an undead in 1d4 hours. If the victim had 4 HD or less, they rise as ghoul, if the victim had 5 or more HD they rise as ghost. These undead are not under the control of the star wraith. A star wraith can choose to create new star wraiths out of particularly evil humanoids. New wraiths start as serfs and have no choice but to obey their master. The total number of HD of the servants can not exceed that of the master. A wraith can create new serfs but only control as many HD as its own total.

Light Vulnerability (Su) (humanoid form only)

While in humanoid form, a star wraith is vulnerable to direct sunlight. Exposure causes a wraith to be slowed (as per the spell *slow*) and lose a third of its maximum hit points (rounded down) per round.

Energy Field

As a move-equivalent action, the wraith can maintain a shield that has a chance of reflecting bullets or directed energy weapon attacks back on its attacker. (Large projectiles such as missiles, or extremely high kinetic damage attacks such as railgun slugs are not affected.) The attack is rolled again, using the same modifiers. In addition, while this field is activated, any living creature within 10 ft. from the Wraith suffers negative energy damage in that round.

Slow

Living creatures hit by a Star Wraith's claw attack are slowed for one round (No save).

	Star Wraiths		
	Serf (humanoid form)	Knight (humanoid form)	Master (humanoid form)
CR:	3	6	9
XP reward:	800	2.400	6.400
Alignment:	any evil	any evil	any evil
Size and type:	Medium Undead	Medium Undead	Medium Undead
Initiative:	+1	+6	+7
Senses:	Lifesense 120 ft.; Perception +8; Deaf	Lifesense 120 ft.; Perception +12; Deaf	Lifesense 120 ft.; Perception +15; Deaf
Defense			
Armor Class:	15, tough 11, ff. 14 (+1 dex, +4 natural)	20, touch 12, ff. 18 (+2 dex, +8 natural)	25, touch 13, ff. 22 (+3 dex, +12 natural)
Hit Points:	32 (5d8+10)	56 (8d8+20)	100 (15d8+30)
Saves:	Fort +1, Ref +7, Will +1	Fort +2, Ref +10, Will +3	Fort +6, Ref +14, Will +9
	DR 3/good; Undead Traits	DR 5/good; Undead Traits	DR 10/good; Undead Traits
Weaknesses:	Light Vulnerability	Light Vulnerability	Light Vulnerability
Offense			
Speed:	30 ft.	30 ft.	30 ft.
Melee:	2 claws +6 (1d4+3 and slow)	2 claws +12 (1d4+6 and slow)	2 claws +19 (1d4+8 and slow)
Special Attacks:	energy drain +7/+7 melee, (2d8 negative energy)	energy drain +13/+13 melee, (3d8 negative energy)	energy drain +20/+20 melee, (5d8 negative energy)
Statistics			
Abilities:	Str 17, Dex 12, Con -, Int 10, Wis 11, Cha 7	Str 22, Dex 14, Con -, Int 12, Wis 12, Cha 11	Str 26, Dex 16, Con -, Int 15, Wis 14, Cha 13
BaB:	+3	+6	+11
CMB:	+6	+12	+19
CMD:	17	24	32
Feats:	Weapon Focus: Energy Drain Lightning Reflexes	Weapon Focus: Energy Drain, Improved Initiative, Lightning Reflexes	Weapon Focus: Energy Drain, Improved Initiative, Iron Will, Leadership, Lightning Reflexes, Skill Focus: Computer Use
Skills:	Computer Use +8, Knowledge (religion) +11 Perception +8	Computer use +12, Disable Device +13 Knowledge (religion) +16, Perception +12	Computer Use +26, Disable Device, +21 Knowledge (religion) +20, Perception +15
languages:	Common	Common, Necril	Common, Necril, Draconic
SQ:	Energy field 30%, 2 dmg/round	Energy field 40%, 4 dmg/round	Energy field 50%, 6 dmg/round
Ecology			
Environment:	Inside starship, station	Inside starship, station	Inside starship, station
Organisation:	Solitary, group 1-3	Solitary, group 1-3	Solitary, accompanied by servants
Treasure:	1d20x10 gold pieces 50% chance of 1 random wondrous item, maximum value 2.000 gold pieces rare minerals worth 1d100x10 credits	1d20x40 gold pieces 75% chance of 1 random wondrous item, maximum value 4.000 gold pieces rare minerals worth 1d100x50 credits	1d20x100 gold pieces 50% chance of 1 random wondrous item, maximum value 8.000 gold pieces rare minerals worth 1d100x250 credits
	Serf (wraith form)	Knight (wraith form)	Master (wraith form)
Length:	20 ft.	40 ft.	80 ft.
Size modifier:	attack: -2, AC: -2	attack: -4, AC: -4	attack: -8, AC: -8
Hit Dice:	10d20 (200 hit points)	40d20 (800 hit points)	80d20 (1.600 hit points)
Hull hardness:	10 (bypassed by good-aligned weapons)	10 (bypassed by good-aligned weapons)	10 (bypassed by good-aligned weapons)
Shields:	-	-	-
Speed:	8 (8 base) (no cruise)	8 (8 base) (no cruise)	8 (8 base) (no cruise)
Initiative:	+2	+7	+9
Armor Class:	11 (-2 size, +2 dex, +1 natural)	12 (-4 size, +3 dex, +3 natural)	13 (-8 size, +5 dex, +6 natural)
Full Attack:	kinetic blast: Atk +6, Incr: 4, Dmg: 6d10 force	kinetic blast: Atk +8/+8, Incr: 6, Dmg: 8d10 force	kinetic blast: Atk +10/+10/+5/+5, Incr: 8, Dmg: 10d10 force
Special Attacks:	energy siphon: Atk +6 melee energy release: Atk +6, Incr: 4, Dmg: 10d10 fire slow (3 rounds), 1x/day, range 10 board ship	energy siphon: Atk +8 melee energy release: Atk +8, Incr: 6, Dmg: 12d10 fire slow (5 rounds), 2x/day, range 20 board ship	energy siphon: Atk +10 melee energy release: Atk +10, Incr: 8, Dmg: 14d10 fire slow (7 rounds), 3x/day, range 30 board ship
Special Qualities:	immune to critical hits sublight interstellar travel darkness bonuses	immune to critical hits stealth: detection DC 30 sublight interstellar travel darkness bonuses	immune to critical hits stealth: detection DC 30 sublight interstellar travel darkness bonuses
Cargo capacity:	2 tonnes	16 tonnes	128 tonnes



Starlight Dragons

Starlight Dragons are arcane scholars, and artists first and foremost, travelling between the stars seeking magical knowledge and art. They prefer to rely on spellcasting abilities when dealing with opponents; using physical might is seen as crude and suggests one lacks proper spellcasting abilities. (Though, all will resort to physical violence if the situation requires it.) It is also considered wasteful to kill an opponent if they have valuable information, and such a situation will be considered a failure on the part of the dragon.

There is no organised culture; individuals wander alone or in groups, occasionally gathering to exchange new discoveries. While dealings with other species are usually friendly, Starlight Dragons can be very mercantile when trading information amongst each other. The more surprising, useful, or unusual a discovery is, the more status it affords the dragon who made it, and the more interesting the discovery that is being traded for it must be. To keep more fanatical dragons in line, there are specific rules regarding the gathering of information. Trickery is allowed, but bribery and blackmail are not.

Torture is forbidden and will result in a dragon being excluded from future exchanges, or worse, depending on the severity of the transgression. Trading information with spy agencies, governments, or other politically-motivated organizations is not allowed unless the situation is particularly dire.

Starlight Dragons hatchlings are considerably smaller and weaker than those of other dragon types. As such, the locations of eggs and young are kept secret.

Rather than organised by age categories, Starlight Dragons are categorized by other races by Class number. They do not naturally progress past Class 8. (They do not refer to themselves or eachother by Class numbers unless they are being cynical or joking.) Starlight Dragons can survive in the vaccuum of space indefinitely. They can similarly survive underwater, where the crushing pressures of extreme depths and lack of air would kill other creatures.

Starlight Dragons can be of any alignment, but evil ones are banned from gatherings. True Neutral is the most common alignment among young individuals, with older members of the species developing more outspoken opinions on right and wrong.

Appearance

A Starlight Dragon's hide is metallic grey, while its wing membranes are nearly black with small transparent spots. When lit from behind, the dragon's wings appear as starlit night sky. Starlight Dragons believe that for each dragon's wings there is a time and place somewhere in the universe, where a person can look up into the night sky and see the exact same star pattern. Starlight Dragons have no horns or spikes, but frills behind their head, and on the back, neck, and tail.

Tactics

In personal battles, they will attack enemy melee combatants with mind-affecting spells, and enemy spellcasters with melee attacks. Their breath weapon's Pull ability is used against spellcasters and ranged attackers, preferably to pull them into traps or melee with the dragon's allies. The swallow whole ability is rarely used and is considered both barbaric and foolish as enemies may continue to deal damage from the inside.

In ship and vehicle battles, a dragon will want to close the distance as quickly as possible in order to use its spells and melee attacks. Craft optimized for

long-range engagements will require the dragon to spring an ambush or use some form of stealth to start combat in close quarters.

Breath Weapon (Pull)

Pull: The dragon makes one Combat Maneuver (Pull) against all targets in the affected area simultaneously. All targets in the affected area are drawn towards the dragon by half the breath weapon's maximum range. For every 100 ft. they are pulled across a surface, targets suffer 1d6 bludgeoning damage. A Reflex save with the listed DC halves this damage. On slippery surfaces such as ice, the Combat Maneuver (Pull) gains a +10 modifier but targets do not suffer damage from being pulled across the surface.

Targets that are within the dragon's (bite) reach when this ability is successfully used, are pulled into the dragon's mouth. The dragon can then make a (bite) attack of opportunity.

Dragon Senses (Ex)

In normal situations, Starlight Dragons benefit from the normal dragon senses. In ship and vehicle combat, Starlight Dragons can perform a Perception check to detect incoming stealth craft. The DC is identical to that made by ship crews, and depends on the stealth system in question. (The default is a DC of 25.)

Energy Resistance (Ex)

Starlight Dragons do not possess an Energy Immunity. Instead they gain Energy Resistance to all Energy types, equal to their Damage Reduction. In ship and vehicle combat, this Damage Reduction and Energy Resistance is negated by magical weapons.

Humanoid Shape (Su)

A Starlight Dragon has one humanoid shape it can assume at will. While in this form they can not use any of their attacks or abilities, but Damage Reduction remains in effect, as does Energy Resistance. Changing either way is a full-round action. A Starlight Dragon can survive in space in humanoid form for one hour.

Immunities (Ex)

Starlight Dragons are immune to Sleep and Paralysis spells and effects.

Starlight Dragons			Comparable Object		
	Mass	Length	(by mass)	Hit Dice	Size Modifier
Class 1	8 lb	2 ft.	Small Dog	1/2d12	+1
Class 2	80 lbs	8 ft.	Human	1d12	0
Class 3	800 lbs	15 ft.	Horse	3d12	-1
Class 4	3 tonnes	25 ft.	Elephant	6d12	-2
Class 5	10 tonnes	40 ft.	Starfighter	12d12	-4
Class 6	70 tonnes	80 ft.	Bomber	20d12	-6
Class 7	600 tonnes	160 ft.	Corvette	30d12	-8
Class 8	5.000 tonnes	320 ft.	Frigate	40d12	-10

	Class 1 Starlight Dragon	CR 1/2, 200 XP	Class 2 Starlight Dragon	CR 1, 400 XP
Initiative	Small dragon (space)		Medium dragon (space)	
Senses	+0 (+8 while in space); dragon senses; Perception +4		+4 (+8 while in space); dragon senses; Perception +6	
DEFENSES				
AC	13, touch 11, flat-footed 13 (+2 natural, +1 size)		14, touch 10, flat-footed 14 (+4 natural, 0 size)	
in ship combat:	12, touch 11, flat-footed 12 (+1 natural +1 size)		12, touch 10, flat-footed 12 (+2 natural 0 size)	
Hit Points	3 (1/2d12)		7 (1d12)	
Saving throws	Fort +1, Ref +1, Will -1		Fort +2, Ref +2, Will +1	
Immunities	paralysis, sleep		paralysis, sleep	
OFFENSE				
Speed	40 ft., fly 60 ft. (avr)		40 ft., fly 120 ft. (avr)	
in ship combat:	tactical speed 1; not cruise capable; not FTL capable		tactical speed 3; not cruise capable; not FTL capable	
Melee	bite +1 (1d4-2), 2 claws -6 (1d3-2)		bite +1 (1d8-0), 2 claws +4 (1d6-0)	
in ship combat:	bite +3 (1d4), 4 claws -2 (1d4)		bite +7 (1d8), 4 claws +2 (1d6)	
Special Attacks	breath weapon (beam) (20-ft. line, DC 11, 1d3 fire), swallow whole (1d2 bludgeoning, 1d2 acid damage), AC 12, 1 hp)		breath weapon (beam) (30-ft. line, DC 13, 1d10 fire), swallow whole (1d4 bludgeoning, 1d4 acid damage), AC 15, 1 hp)	
in ship combat:	breath weapon (beam, 1x/round) +3, increment 1, damage 1d3)		breath weapon (beam, 1x/round) +4, increment 2, damage 1d10)	
Spell-Like Abilities			(CL 1th; concentration +2) At will—feather fall	
STATISTICS				
Abilities	Str 6, Dex 10, Con 10, Int 6, Wis 6, Cha 6, Base Atk +0; CMB +1; CMD 11 (+15 vs. trip)		Str 10, Dex 10, Con 10, Int 8, Wis 8, Cha 8, Base Atk +1; CMB +1; CMD 11 (+15 vs. trip)	
Feats			Improved Initiative	
Skills	Fly +6, Perception +4, Survival +4, Swim +4		Fly +7, Perception +6, Survival +6, Swim +7, Use Magic Device +6	
Languages	Draconic		Draconic	
Special Qualities	mind-link, telepathy 20 ft.		mind-link, telepathy 80 ft.	
	Class 3 Starlight Dragon	CR 3, 800 XP	Class 4 Starlight Dragon	CR 7, 3200 XP
Initiative	Large dragon (space)		Huge dragon (space)	
Senses	+4 (+8 while in space); dragon senses; Perception +9		+4 (+8 while in space); dragon senses; Perception +13	
DEFENSES				
AC	17, touch 9, flat-footed 17 (+8 natural, -1 size)		22, touch 8, flat-footed 22 (+14 natural, -2 size)	
in ship combat:	12, touch 9, flat-footed 12 (+3 natural -1 size)		13, touch 8, flat-footed 13 (+5 natural -2 size)	
Hit Points	26 (3d12+6)		63 (6d12+24)	
Saving throws	Fort +5, Ref +3, Will +3		Fort +9, Ref +5, Will +6	
Damage Reduction	5/magic		5/magic	
Resistances	(all energy types) 5		(all energy types) 5	
Immunities	paralysis, sleep		paralysis, sleep	
OFFENSE				
Speed	40 ft., fly 150 ft. (avr)		40 ft., fly 150 ft. (avr)	
in ship combat:	tactical speed 5; not cruise capable; not FTL capable		tactical speed 6; cruise capable; not FTL capable	
Melee	bite +6 (2d8+4), 2 claws +1 (2d6+2)		bite +10 (3d8+6), 2 claws +5 (3d6+3)	
in ship combat:	bite +9 (2d8), 4 claws +4 (2d6)		bite +11 (3d8), 4 claws +6 (3d6)	
Space	10 ft.		15 ft.	
Reach			5 ft. (10 ft. with bite)	
Special Attacks	breath weapon (beam) (40-ft. line, DC 16, 4d10 fire), breath weapon (pull) 40-ft. cone, DC 11), swallow whole (1d6 bludgeoning, 1d6 acid damage), AC 18, 3 hp)		breath weapon (beam) (50-ft. line, DC 20, 6d10 fire), breath weapon (pull) 50-ft. cone, DC 12), swallow whole (1d8 bludgeoning, 1d8 acid damage), AC 22, 7 hp)	
in ship combat:	breath weapon (beam, 1x/round) +5, increment 4, damage 4d10)		breath weapon (beam, 1x/round) +6, increment 5, damage 6d10), breath weapon (pull, 1x/round) (range 4, speed 1)	
Spell-Like Abilities	(CL 3th; concentration +3) At will—arcane sight, feather fall		(CL 6th; concentration +7) At will—arcane sight, feather fall 3/day—force punch (DC 14), (CL 4thth; concentration +5)	
Spells Known	(CL 2ndth; concentration +2) 0th (at will)—daze (DC 10), detect magic, detect poison, disrupt undead, read magic, 1st (4/day)—mage armor, sleep,		0th (at will)—daze (DC 11), detect magic, detect poison, disrupt undead, read magic, 1st (6/day)—mage armor, sleep, true strike, 2nd (3/day)—hideous laughter (DC 13),	
STATISTICS				
Abilities	Str 18, Dex 10, Con 14, Int 10, Wis 10, Cha 11, Base Atk +3; CMB +8; CMD 18 (+22 vs. trip)		Str 22, Dex 10, Con 18, Int 12, Wis 12, Cha 12, Base Atk +6; CMB +14; CMD 24 (+28 vs. trip)	
Feats	Improved Initiative, Iron Will		Eschew Materials, Improved Initiative, Iron Will	
Skills	Bluff +9, Fly +9, Perception +9, Survival +9, Swim +13, Use Magic Device +9		Bluff +13, Fly +12, Perception +13, Sense Motive +13, Survival +13, Swim +18, Use Magic Device +13	
Languages	Draconic		Common, Draconic	
Special Qualities	mind-link, telepathy 150 ft.		mind-link, telepathy 250 ft.	

Mind Link (Su)

Each Starlight Dragon can link minds with a single other sentient being. This link can not be used to share detailed information, but transmits emotions and sensations. The link functions at any distance, with no light lag, but bonuses only apply if the linked being is within the dragon's Frightful Presence aura. In combat, of the two linked individuals the highest initiative modifier is applied to both.

Space Adaptations

While in space, a Starlight Dragon's breath weapon can be used once per round. In space, a larger dragons ability to project a stronger gravitic field allows it to 'fly' faster than a smaller dragon, despite a larger mass. The dragon uses Fly for checks that normally require a Piloting check. (Such as Evasive Maneuvers.) While in space, Silent Spell can be applied to any spell without increasing its spell level or casting time. Dragons of Class 4 or higher can move through space at speeds

	Class 5 Starlight Dragon	CR 11, 12800 XP	Class 6 Starlight Dragon	CR 17, 102400 XP
Initiative	Gargantuan dragon (space)		Gargantuan dragon (space)	
Senses	+4 (+8 while in space);		+4 (+8 while in space);	
Aura	dragon senses; Perception +21		dragon senses; Perception +31	
	frightful presence 80 ft., DC 24)		frightful presence 160 ft., DC 28)	
DEFENSES				
AC	36, touch 6, flat-footed 36 (+30 natural, -4 size)		39, touch 4, flat-footed 39 (+35 natural, -6 size)	
in ship combat:	14, touch 6, flat-footed 14 (+8 natural -4 size)		14, touch 4, flat-footed 14 (+10 natural -6 size)	
Hit Points	150 (12d12+72)		250 (20d12+120)	
Saving throws	Fort +14, Ref +8, Will +11		Fort +18, Ref +12, Will +17	
Damage Reduction	10/magic		10/magic	
Resistances	(all energy types) 10		(all energy types) 10	
Immunities	paralysis, sleep		paralysis, sleep	
OFFENSE				
Speed	40 ft., fly 200 ft. (poor)		40 ft., fly 200 ft. (poor)	
in ship combat:	tactical speed 6; cruise capable; not FTL capable		tactical speed 6; cruise capable; FTL jump: 1x/24hrs	
Melee	bite +17 (4d8+9), 2 claws +12 (4d6+4), tail slap +7 (4d6+9)		bite +26 (6d8+12), 2 claws +21 (6d6+6), tail slap +16 (6d6+12)	
in ship combat:	bite +12 (4d8), 4 claws +7 (4d6)		bite +13 (6d8), 4 claws +8 (6d6)	
Space	20 ft.		30 ft.	
Reach	5 ft. (10 ft. with bite)		10 ft. (15 ft. with bite)	
Special Attacks	breath weapon (beam) (60-ft. line, DC 24, 8d10 fire), breath weapon (pull) 60-ft. cone, DC 13) crush (medium creatures, DC 24, 4d8+9), tail sweep (medium creatures, DC 24, 2d8+9) swallow whole (2d6 bludgeoning, 2d6 acid damage), AC 24, 15 hp)		breath weapon (beam) (80-ft. line, DC 28, 10d10 fire), breath weapon (pull) 80-ft. cone, DC 14) crush (medium creatures, DC 28, 6d8+12), tail sweep (medium creatures, DC 28, 3d8+12) swallow whole (3d6 bludgeoning, 3d6 acid damage), AC 26, 25 hp)	
in ship combat:	breath weapon (beam, 1x/round) +7, increment 6, damage 8d10), breath weapon (pull, 1x/round) (range 8, speed 2)		breath weapon (beam, 1x/round) +8, increment 7, damage 10d10), breath weapon (pull, 1x/round) (range 12, speed 3)	
Spell-Like Abilities	(CL 12th; concentration +15) At will—arcane sight, feather fall 3/day—force punch (DC 16), dimension doorgravity well (DC 18),		(CL 20th; concentration +25) At will—arcane sight, feather fall 3/day—force punch (DC 18), dimension doorgravity well (DC 20), 1/day—reverse gravity	
Spells Known	(CL 8thth; concentration +11) 0th (at will)—daze (DC 13), detect magic, detect poison, disrupt undead, read magic, 1st (7/day)—identify, mage armor, sleep, swift girding, true strike, 2nd (6/day)—hideous laughter (DC 16), knock, locate object, 3rd (5/day)—haste, slow (DC 16), 4th (3/day)—confusion (DC 17),		(CL 13thth; concentration +18) 0th (at will)—daze (DC 16), detect magic, detect poison, disrupt undead, read magic, 1st (8/day)—identify, mage armor, sleep, swift girding, true strike, 2nd (7/day)—hideous laughter (DC 17), knock, locate object, scorching ray, spider climb, 3rd (7/day)—dispel magic, haste, hostile levitation (DC 18), slow (DC 18) 4th (6/day)—confusion (DC 20), globe of invulnerability (lesser), invisibility (greater), moonstruck (DC 20), 5th (6/day)—dominate person (DC 21), hold monster (DC 21), cone of cold (DC 20), 6th (4/day)—enemy hammer (DC 21), true seeing,	
STATISTICS				
Abilities	Str 28, Dex 10, Con 22, Int 16, Wis 16, Cha 16, Base Atk +12; CMB +25; CMD 35 (+39 vs. trip)		Str 34, Dex 10, Con 22, Int 20, Wis 20, Cha 20, Base Atk +20; CMB +38; CMD 48 (+52 vs. trip)	
Feats	Eschew Materials, Improved Initiative, Iron Will, Silent Spell,		Craft Wondrous Item, Empower Spell, Eschew Materials, Improved Initiative, Iron Will, Silent Spell, Spell Focus (Ench.), Spell Penetration, Spell Penetration (Greater), Still Spell	
Skills	Spell Focus (Enchantment), Spell Penetration Bluff +21, Climb +30, Fly +18, Knowledge (Arcana) +21, Perception +21, Sense Motive +21, Survival +21, Swim +27, Use Magic Device +21		Bluff +31, Climb +46, Fly +26, Heal +31, Knowledge (Arcana) +31, Perception +31, Sense Motive +31, Spellcraft +31, Survival +31, Swim +38, Use Magic Device +31	
Languages	Common, Draconic, Elven		Auran, Common, Draconic, Elven, Sphinx	
Special Qualities	mind-link, telepathy 400 ft.		mind-link, telepathy 800 ft.	

comparable to cruise speeds of ships. (8.33% of lightspeed) Jumping to cruise speed takes 4 rounds. Dragons of Class 6 and up can perform an FTL jump once per 24 hours (local timeframe). The range allowed is 10 lightyears for Class 6, 100 lightyears for Class 7, and 1000 lightyears for Class 8. Performing an FTL jump requires both the starting point and destination to be at a distance of at least 50 astronomical units from the nearest star. In addition, their perception is not hampered by light lag; objects are perceived before light reaches the dragon. This gives them an additional +4 modifier to Initiative rolls while in space.

Telepathy (Su)

Unless the dragon know their contact well, it is considered rude and intrusive to use telepathy in situations where communicating with spoken language is possible. The range of this Telepathy is equal to ten

times the dragons length. In space, Starlight Dragons use telepathy to communicate.

In Ship and Vehicle Combat

During ship and vehicle battles, rules and abilities are applied slightly differently. In those cases, a separate line with information is provided in the dragons entry. The fields that are different in ship and vehicle combat are AC, movement speeds, melee attacks, and special attacks.

Breath Weapon (Beam)

The dragon's normal breath attack becomes a ray with a single target. Using this attack is a standard action.

Breath Weapon (Pull)

All craft in the cone are drawn towards the dragon's

Class 7 Starlight Dragon		CR 21	409600 XP
Colossal dragon (space)			
Initiative	+4 (+8 while in space); Senses dragon senses; Perception +43		
Aura	frightful presence 320 ft., DC 32)		
DEFENSES			
AC	42, touch 2, flat-footed 42 (+40 natural, -8 size)		
in ship combat:	12, touch 2, flat-footed 12 (+10 natural -8 size)		
Hit Points	435 (30d12+240)		
Saving throws	Fort +25, Ref +17, Will +24		
Damage Reduction	15/magic		
Resistances	(all energy types) 15		
Immunities	paralysis, sleep		
OFFENSE			
Speed	50 ft., fly 250 ft. (clumsy)		
in ship combat:	tactical speed 7; cruise capable; FTL jump: 1x/24hrs		
Melee	bite +37 (10d8+15), 2 claws +32 (10d6+7), tail slap +27 (10d6+15)		
in ship combat:	bite +14 (10d8), 4 claws +9 (10d6)		
Space	40 ft.		
Reach	10 ft. (20 ft. with bite)		
Special Attacks	breath weapon (beam) (100-ft. line, DC 32, 10d10x2 fire), breath weapon (pull) 100-ft. cone, DC 15) crush (large creatures, DC 32, 10d8+15), tail sweep (large creatures, DC 32, 5d8+15) swallow whole (4d6 bludgeoning, 4d6 acid damage), AC 27, 44 hp)		
in ship combat:	breath weapon (beam, 1x/round) +9, increment 8, damage 10d10x2), breath weapon (pull, 1x/round) (range 16, speed 4)		
Spell-Like Abilities	(CL 30th; concentration +37) At will—arcane sight, feather fall 3/day—force punch (DC 20), dimension doorgravity well (DC 22), 1/day—reverse gravity		
Spells Known	(CL 19thth; concentration +26) 0th (at will)—daze (DC 18), detect magic, detect poison, disrupt undead, read magic, 1st (8/day)—identify, mage armor, sleep, swift girding, true strike, 2nd (8/day)—hideous laughter (DC 20), knock, locate object, scorching ray, spider climb, 3rd (8/day)—dispel magic, haste, hostile levitation (DC 20), slow (DC 20), 4th (7/day)—confusion (DC 22), globe of invulnerability (lesser), invisibility (greater), moonstruck (DC 22), 5th (7/day)—constricting coils (DC 22), dominate person (DC 23), hold monster (DC 23), cone of cold (DC 22), 6th (6/day)—enemy hammer (DC 23), dispel magic (greater), true seeing, 7th (6/day)—insanity (DC 26), prismatic spray (DC 24), spell turning, 8th (6/day)—dimensional lock, 25), horrid wilting (DC 25), temporal stasis (DC 25), 9th (4/day)—summon monster IX, Time Stop		
STATISTICS			
Abilities	Str 40, Dex 10, Con 26, Int 24, Wis 24, Cha 24, Base Atk +30; CMB +53; CMD 63 (+67 vs. trip)		
Feats	Craft Wondrous Item, Empower Spell, Eschew Materials, Extend Spell, Improved Initiative, Iron Will, Improved Counterspell, Maximize Spell, Parry Spell, Silent Spell, Spell Focus (Enchantment), Spell Focus (Greater, Enchantment), Spell Penetration, Spell Penetration (Greater), Still Spell		
Skills	Bluff +43, Climb +66, Diplomacy +43, Fly +36, Heal +43, Intimidate +43, Knowledge (Arcana) +43, Perception +43, Sense Motive +43, Spellcraft +43, Survival +43, Swim +51, Use Magic Device +43		
Languages	Auran, Common, Draconic, Elven, Gnome, Infernal, Sphinx		
Special Qualities	mind-link, telepathy 1600 ft.		

mouth by a certain number of distance units. A pilot can choose to expend a portion of the craft's movement speed in the next round, to compensate. (This does not require an action. If the craft does not have enough movement speed to compensate, it will be drawn closer to the dragon by the remaining amount.) If multiple dragons pull a craft in one direction, only the strongest pull applies. If multiple dragons pull a craft in different directions, the GM adds the pull vectors together to create a combined pull vector. In such a case, the player character piloting the ship should be made aware of the direction the combined pulls will move the ship, before they are given the opportunity to resist the pull. Using this attack is a free action in and of itself, but prevents the Beam attack from being used that round. The bite attack can also only be used that round if a specific condition is met: If a target is pulled into melee range by this Breath Weapon, the dragon can

immediately follow up with a bite attack against that target, as a free action. Only one bite attack can be performed per round this way.

Melee Attacks

The dragon can make melee attacks against a target ship once both occupy the same space. There are no Attacks of Opportunity. Spells can only be cast at targets within the same space. If the dragon does not travel more than half its maximum movement speed in a round (rounded up) it can still perform a full-round attack.

Jamming

Dragons can not be jammed in any way. However, a jammer's effects are extremely painful and aggravating and can be used to taunt a dragon into a fight. (This does not require expending a charge from the jammer.)

Class 8 Starlight Dragon		CR 24	1230000 XP
Colossal dragon (space)			
Initiative	+4 (+8 while in space); Senses dragon senses; Perception +56		
Aura	frightful presence 640 ft., DC 33)		
DEFENSES			
AC	40, touch 0, flat-footed 40 (+40 natural, -10 size)		
in ship combat:	10, touch 0, flat-footed 10 (+10 natural -10 size)		
Hit Points	660 (40d12+400)		
Saving throws	Fort +32, Ref +22, Will +32		
Damage Reduction	20/magic		
Resistances	(all energy types) 20		
Immunities	paralysis, sleep		
OFFENSE			
Speed	60 ft., fly 250 ft. (clumsy)		
in ship combat:	tactical speed 7; cruise capable; FTL jump: 1x/24hrs		
Melee	bite +48 (14d8+18), 2 claws +43 (14d6+9), tail slap +38 (14d6+18)		
in ship combat:	bite +15 (10d8x2), 4 claws +10 (10d6x2)		
Space	80 ft.		
Reach	30 ft. (40 ft. with bite)		
Special Attacks	breath weapon (beam) (200-ft. line, DC 34, 10d10x3 fire), breath weapon (pull) 200-ft. cone, DC 16) crush (huge creatures, DC 34, 14d8+18), tail sweep (huge creatures, DC 34, 7d8+18) swallow whole (6d6 bludgeoning, 6d6 acid damage), AC 28, 66 hp)		
in ship combat:	breath weapon (beam, 1x/round) +10, increment 9, damage 10d10x3), breath weapon (pull, 1x/round) (range 20, speed 5)		
Spell-Like Abilities	(CL 40th; concentration +50) At will—arcane sight, feather fall 3/day—force punch (DC 23), dimension doorgravity well (DC 25), 1/day—reverse gravity		
Spells Known	(CL 26thth; concentration +36) 0th (at will)—daze (DC 22), detect magic, detect poison, disrupt undead, read magic, 1st (10/day)—identify, mage armor, sleep, swift girding, true strike, 2nd (9/day)—hideous laughter (DC 23), knock, locate object, scorching ray, spider climb, 3rd (9/day)—dispel magic, haste, hostile levitation (DC 23), slow (DC 23), 4th (8/day)—confusion (DC 26), globe of invulnerability (lesser), invisibility (greater), moonstruck (DC 26), 5th (8/day)—constricting coils (DC 25), dominate person (DC 29), hold monster (DC 27), cone of cold (DC 25), 6th (8/day)—enemy hammer (DC 26), dispel magic (greater), true seeing, 7th (7/day)—insanity (DC 29), prismatic spray (DC 27), spell turning, 8th (7/day)—dimensional lock, 28), horrid wilting (DC 28), temporal stasis (DC 28), 9th (6/day)—soul bind (DC 29), summon monster IX, Time Stop		
STATISTICS			
Abilities	Str 46, Dex 10, Con 30, Int 30, Wis 30, Cha 30, Base Atk +40; CMB +68; CMD 78 (+82 vs. trip)		
Feats	Craft Wondrous Item, Empower Spell, Enlarge Spell, Eschew Materials, Extend Spell, Heighten Spell, Improved Initiative, Iron Will, Improved Counterspell, Maximize Spell, Parry Spell, Quicken Spell, Silent Spell, Spell Focus/Greater Focus (Enchantment), Spell Penetration, Spell Penetration (Greater), Spell Perfection (dominate monster), Still Spell, Widen Spell		
Skills	Appraise +56, Bluff +56, Climb +86, Diplomacy +56, Fly +46, Heal +56, Intimidate +56, Knowledge (Arcana) +56, Linguistics +56, Perception +56, Sense Motive +56, Spellcraft +56, Stealth +36, Survival +56, Swim +64, Use Magic Device +56		
Languages	Aquan, Auran, Celestial, Common, Draconic, Elven, Gnome, Infernal, Protean, Sphinx		
Special Qualities	mind-link, telepathy 3200 ft.		

Miscellaneous

Generic Ships

These ships are generic unmodified, non-upgraded classes of ships with inexperienced crews. They can represent mercenaries, pirates, or private security. The ship classes are sometimes used by specific factions, in which case the crew abilities are replaced by those for that faction.

Stations

The stations listed are modern stations built after the discovery of artificial gravity fields. They do not employ rotation to simulate gravity. Stations have the ability to slowly reposition in order to avoid asteroid attacks, as well as basic ECM preventing extreme range targeting. Large stations are at all times defended by warships, either military or private contractors. Attacking a station is considered an act of terrorism.

Patchers

For protection, patcher communities rely on whatever combat ships they can get, usually generic ship types.

Patcher Community Ship

Patcher community ships form the core of each Patcher community. They travel between planets, buying and selling wares and serving as a more personable link between colonies than digital communication can ever be. Never staying in one location for longer than is necessary, these ships must always stay one step ahead of totalitarian regimes, xenophobic uprisings, and trade embargoes. A small fleet of light and ultralight ship always accompanies a community ship, and will defend it to the last ship. Community ships are typically very old, cobbled-together 'patchwork' ships, and it is from these ships the Patchers draw their name.

Community ships tend to resemble lumpy cigars, with several large, well-lit, open hangars when open for business. Some ships have advertisement spaces near the hangars. Each ship's cargo capacity is relatively small for its size due to the fact that in addition to cargo, the ship must at all times carry an entire community, with residences and a giant market running most of the length of the ship.

Patcher Ships		
Class:	Patcher Community Ship (medium)	Patcher Escort Destroyer (light)
Length:	1.000 ft.	450 ft.
Size modifier:	attack: -8, AC: -14	attack: -8, AC: -10
Hit Dice:	200d20 (4.000 hit points)	80d20 (1.600 hit points)
Hull hardness:	20 (polymeric)	30 (cerametal)
Shields:	1.200 hit points, hardness 10, recharge 10	1.120 hit points, hardness 10, recharge 10
Speed:	2 (2 base) (cruise capable)	8 (6 base, +2 reactor upgrade) (cruise capable)
Armor Class:	2 (-14 size, +3 dex, +3 natural)	10 (-10 size, +3 dex, +4 nat., +2 ECM, +1 reactor upgr.)
Full Attack:	Railguns: Atk: +1/+1, Incr: 8, Dmg 21d6+2 piercing (ignores 10 hull hardness) Graviton cannons: Atk: +1, Incr: 8, Dmg: 21d10+2 fire	railguns: Atk: +4/+4/+4, Incr: 8, Dmg: 18d6+2 piercing (ignores 10 hull hardness) Graviton cannons Atk: +4, Incr: 8, Dmg: 19d10+2 fire Missiles: Atk: +6, range: 32, Dmg: 17d6+2 fire
Special Attacks:	-	-
Special Qualities:	CIWS 75% intercept chance, 6x/round, (80 ammo) Advanced Sensor Array: Computer Use +14	sensor array: computer use +14 CIWS 50% intercept chance, 6x/round
Crew complement:	400 (2.000 passengers)	30
installed Systems:	Advanced Sensor Array, Barrier Projector, Extra Fuel Tanks, Missile CIWS, Stealth System	Advanced Sensor Array, Barrier Projector, ECCM, ECM, Laser CIWS, Reactor Upgrade
Installed Weapons:	4x (medium) Railgun (2x twin turrets), 2x (medium) Graviton Pulse Cannon (twin turret)	6x (light) Railgun (3x twin turret) 2x (light) Graviton Cannon (twin turret) 3x (light) Missile Launcher (plasma missiles)
Cargo capacity:	100.000 tonnes	400 tonnes
Docking bays:	14 internal (up to 20d20 each) 6 external (up to 80d20 each)	2 external (up to 20d20 each)
Patcher crews All listed modifiers are already included in Patcher ship entries.		
Piloting:	Armor Class: +3 (dex), Piloting +14, Reflex save +7, Initiative +7 (+3 Dex, +4 Improved Initiative)	
EW:	Computer Use +14	
Gunnery:	Ranged attacks to-hit: +10 (+6 BaB, +3 Dex, +1 Weapon Focus), damage: +2 (+2 Weapon Specialization)	

In addition to selling wares, Pathers also sell repair and upgrade services on their community ships to trusted customers. The standard rules for upgrades and modifications to ships and vehicles apply, except the cost is increased by 25% and characters do not need to perform the work themselves. This work can be done at any time, even when the Patchers are on the move, though the client ship's crew will need to be willing to move along.

Configuration

Patcher communities have been the victim of xenophobia and general scapegoating far too many times to count on the goodwill of governments and local communities. Most ships have seen many battles and are equipped for combat, though must still rely almost entirely on their support fleet. Community ships are usually equipped with stealth systems and extra fuel tanks to keep their support fleet fueled.

Pirates

Pirate ships' configuration is usually optimized for a specific tactic; if they can not apply their preferred tactic, they will likely flee. They will never attack warships unless they believe there is a good chance

the target will surrender without a fight. Pirates primarily rely on generic ships, the ships listed as pirate ships are generic ships outfitted for specific piracy tactics.

The image of the pirate as a fearless scoundrel who fights his way to riches is not in any way grounded in reality. Instead, most acts of piracy involve little more than groups of thugs, often drugged-up, robbing tourists or travelers on civilian transports. Most of the time no fighting happens at all - pirates will seek out defenseless targets or bring overwhelming numbers to bear and demand surrender. Police and security forces on transports will simply stand down and allow the robbery to take place rather than fight against overwhelming odds. The pirates then leave their target ship to continue on its way - causing deaths and too much destruction would lead to a more forceful response in the future. Usually the pirates are working for a warlord or kingpin and get only a very small part of the spoils.

Pirates who attack more forcefully, and actually seek to capture ships and/or crews, are a different breed altogether. They are often miniature slave armies, imitating Kurion structures on a small scale. Because of the loss of life and massive economic damage they can cause as well as the ruthless tactics they use, such

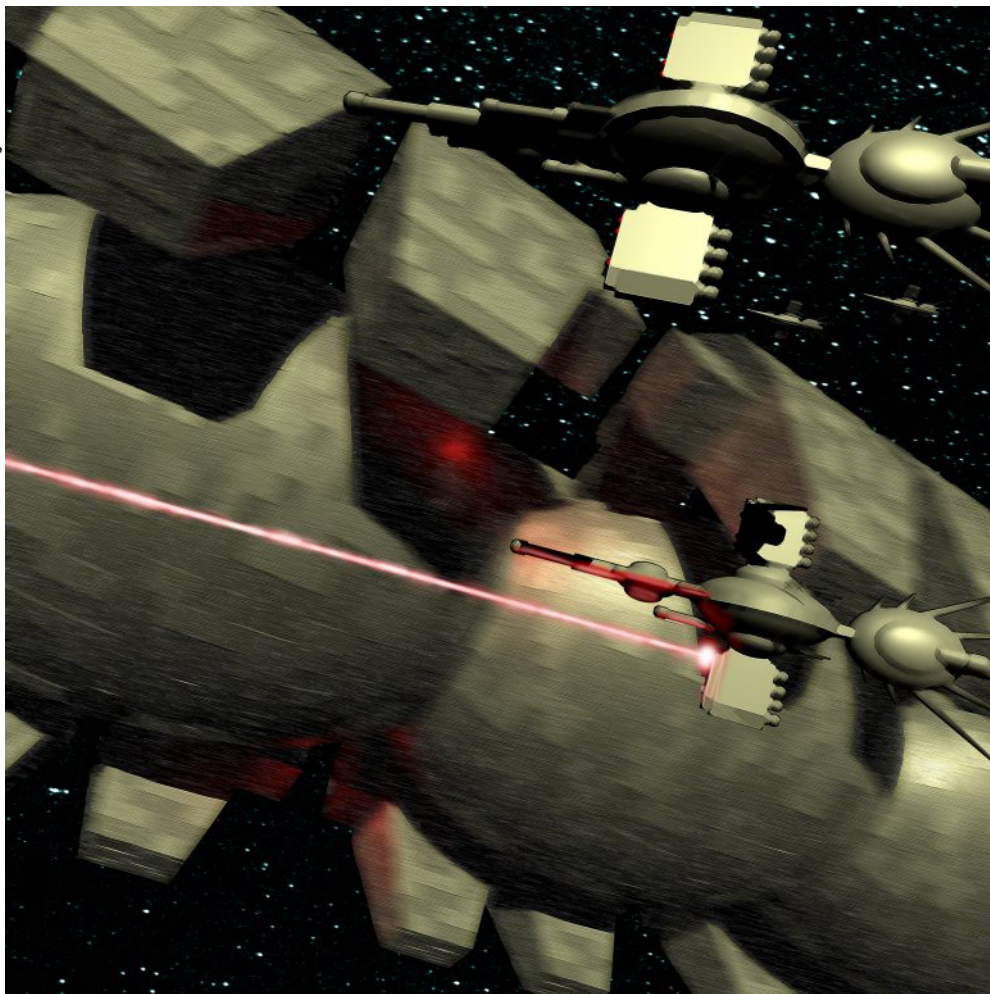
Generic crews	All listed modifiers are already included in generic ship, pirate ship, and station entries.
Piloting	Armor Class: +2 (dex), Piloting +10, Reflex save +3, Initiative +2 (+2 dex)
EW:	Computer use +8
Gunnery:	Ranged attacks: +5 (+3 BaB, +2 Dex)

Stations			
Class:	Generic Station (heavy)	Battle Station (heavy)	Space Colony (superheavy)
diameter:	1.500 ft.	1.500 ft.	8.000 ft.
height:	500 ft.	500 ft.	6.000 ft.
Size modifier:	attack: -8, AC: -16	attack: -8, AC: -16	attack: -8, AC: -18
Hit Dice:	400d20 (8.000 hit points)	400d20 (8.000 hit points)	2.000d20 (40.000 hit points)
Hull hardness:	25 (multiple materials)	35 (cerametal)	25 (multiple materials)
Shields:	-	560 hit points, hardness 10, recharge 10	720 hit points, hardness 0, recharge 0
Speed:	-	-	-
Armor Class:	-8 (-16 size, -5 dex, +3 natural)	-6 (-16 size, -5 dex, +3 natural, +2 ECM)	-10 (-18 size, -5 dex, +3 natural)
Full Attack:	graviton pulse cannons: Atk: -3/-3, Incr: 8, Dmg: 21d10 fire railguns: Atk: -3/-3/-3, Incr: 8, Dmg: 21d6 pierc. (ignores 10 hull hardness)	graviton pulse cannons: Atk: -1/-1/-1/-1, Incr: 8, Dmg: 21d10 fire railguns: Atk: -1/-1/-1/-1, Incr: 12, Dmg: 21d6 pierc. (ignores 10 hull hardness)	graviton pulse cannons: Atk: -3/-3/-3/-3, Incr: 8, Dmg: 21d10 fire railguns: Atk: -3/-3/-3/-3, Incr: 8, Dmg: 21d6 pierc. (ignores 10 hull hardness)
Special Attacks:	-	-	-
Special Qualities:	CIWS 75% intercept chance, 14x/round immune to critical hits/sneak attack dmg. sensor array: computer use +8	CIWS 75% intercept chance, 7x/round immune to critical hits/sneak attack dmg. sensor array: computer use +8	CIWS 75% intercept chance, 16x/round immune to critical hits/sneak attack dmg. sensor array: computer use +8
Personnel:	500	1.000	2.000
Residents:	4.000		80.000
Installed Systems:	advanced sensory array, automated damage control, automated repair system, barrier projector, living life support, 2x missile CIWS	advanced sensory array, automated damage control, automated repair system, barrier projector, ECCM, ECM, gravitic targetting stabilizer, missile CIWS	advanced sensory array, automated damage control, automated repair system, barrier projector, living life support, 2x missile CIWS
Installed Weapons:	4x (heavy, quad) graviton pulse cannon (2x twin turret) 6x (heavy, quad) railgun (3x twin turret)	10x (heavy, quad) graviton pulse cannon (5x twin turret) 10x (heavy, quad) railgun (5x twin turret)	10x (heavy, quad) graviton pulse cannon (5x twin turret) 10x (heavy, quad) railgun (5x twin turret)
Cargo capacity:	125.000 tonnes	125.000 tonnes	1.000.000 tonnes
Docking bays:	40 internal (up to 20HD each) 2 internal (up to 80HD each) 8 external (up to 400HD each)	80 internal (up to 30HD each) 4 internal (up to 80HD each) 8 external (up to 400HD each)	80 internal (up to 30HD each) 20 internal (up to 80HD each) 16 external (up to 400HD each)

pirates are treated as terrorists by militaries and law enforcement agencies. Whereas thugs robbing a cruise liner can expect long prison sentences should they be caught, pirates who plant mines, use neutron cannons, cyborg slavery, or destroy ships to set examples can expect nothing less than a resolute military response that ends with one side being destroyed.

Breaching Pod

A breaching pod is a troop drop pod with additional plasma thrusters and a drilling system. It has no reactor, cruise drive, life support, or even parachutes. It can only be used in low gravity and its only attack is the breaching action. The pod is released from its mother ship, then fires its plasma thrusters. Once it hits the target, the additional plasma thrusters fire and the drill system automatically activates. This is quite damaging to both the pod and target and continues until either the target has been penetrated or the pod destroyed.



Breaching

The breaching pod rams into the target, dealing 20d6 damage to both the target and itself (shields and hardness apply). The pod must deal 30 damage to the target's hull in order to penetrate. If it does not deal sufficient damage, the drilling continues. Apply 20d6 damage again (in the same round) to both the pod and target, repeat until either the target has been breached or the pod destroyed. A breaching pod can not perform a breaching action on the round in which it is launched.

Boarding

The room or corridor the pod breaches into immediately loses atmosphere. Creatures in the pod begin their action on the next round, the door opens automatically on that round. If the pod is destroyed as a result of the breaching action every occupant has a 50% chance of surviving. If the pod is destroyed without dealing enough damage to penetrate the target hull, surviving occupants are deposited on the target's outer hull. If the pod is destroyed by the target's shields before even touching the hull, survivors are left stranded in space.

Extortion Corvette

This ship parks itself near a shipping lane or unguarded jump point. A single laser prism missile and small communication relay is deployed roughly 30 distance units from where civilian ships are expected

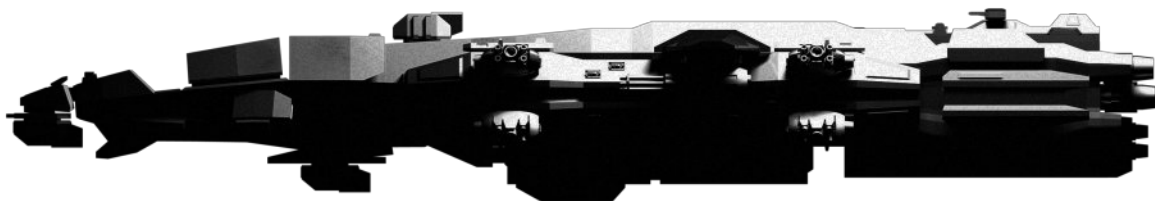
to travel. The corvette itself remains stealthed outside of sensor and weapons range. When a civilian ship approaches it is hailed via the communication relay and ordered to jettison its cargo or be destroyed. If the robbery is successful, the local authorities will be notified by the civilian ship, but there will be no information on the pirate ship itself as it remained stealthed until the civilian ship left the area. If the civilian ship does not surrender its cargo, the pirate ship can immediately enter the combat area and start firing from effectively half the distance with laser weapons, using its gravity web caster to slow the prey down. The pirates' objective is to force civilian ships to surrender their cargo without a fight; destroying a civilian ship is done to make an example and make future prey more likely to cooperate, though it also reveals the pirate's identity making the operation a failure for the pirates.

Slaver Destroyer

The preferred tactic is to sneak up on a target and open fire at point blank range. The jammer and gravity web caster are used to slow the target down. The target is then grappled and boarded. Crew and passengers are captured and placed in stasis to be sold as slaves at a later time. Skilled crew and advanced systems, weapons, and parts are sold to the Kurion. If detected on approach, a pirate ship will attempt to flee as weapon accuracy suffers at long range.

Generic Ships			
Class:	Drone Fighter (ultralight)	Light Fighter (ultralight)	Medium fighter (ultralight)
Length:	15 ft.	30 ft.	40 ft.
Size modifier:	attack: -2, AC: -2	attack: -4, AC: -4	attack: -4, AC: -4
Hit Dice:	4d20 (80 hit points)	7d20 (140 hit points)	9d20 (180 hit points)
Hull hardness:	10 (polymeric)	30 (cerametal)	30 (cerametal)
Shields:	-	56 hit points, hardness 0, recharge 0	72 hit points, hardness 0, recharge 0
Speed:	8 (8 base) (cruise capable)	10 (8 base, +2 spd enh.)	10 (8 base, +2 spd enh.) (cruise capable)
Armor Class:	11 (-2 size, +2 dex, +1 natural)	12 (-4 size, +2 dex, +3 natural, +1 spd enh.)	12 (-4 size, +2 dex, +3 natural, +1 spd enh.)
Full Attack:	laser: Atk: +4, Incr: 6, Dmg: 6d10 fire	railgun: Atk: +1, Incr: 8, Dmg: 10d6 piercing (ignores 10 hull hardness)	railgun: Atk: +2, Incr: 8, Dmg: 15d6 piercing (ignores 10 hull hardness)
Special Attacks:	-	-	-
Special Qualities:	robotic	-	-
Crew complement:	-	1	1
installed Systems:	ECCM	shield generator, speed enhancement	shield generator, speed enhancement
Installed Weapons:	(ultralight) laser (fixed mount)	(ultralight) railgun (fixed mount)	2x (ultralight) railgun (twin fixed mount)
Cargo capacity:	-	0.5 tonne	0.5 tonne
Docking bays:	-	-	-
Class:	Bomber (ultralight)	Assault Transport S&R (ultralight)	Corvette (light)
Length:	120 ft.	150 ft.	300 ft.
Size modifier:	attack: -8, AC: -8	attack: -8, AC: -8	attack: -8, AC: -8
Hit Dice:	15d20 (300 hit points)	15d20 (300 hit points)	40d20 (800 hit points)
Hull hardness:	30 (cerametal)	30 (cerametal)	30 (cerametal)
Shields:	-	120 hit points, hardness 0, recharge 0	560 hit points, hardness 10, recharge 10
Speed:	8 (6 base, +2 spd enh.) (cruise capable)	6 (6 base) (cruise capable)	8 (6 base, +2 reactor) (cruise capable)
Armor Class:	8 (-8 size, +2 dex, +3 natural, +1 spd enh.)	7 (-8 size, +2 dex, +3 natural)	8 (-8 size, +2 dex, +3 natural, +1 reactor)
Full Attack:	Torpedo: Atk: -3, range: 50 Dmg: 20d6 fire (ignores 20 hull hardness) graviton pulse cannon: Atk: -3, Incr: 8 Dmg: 10d10 fire	graviton pulse cannons: Atk: -2, Incr: 8 Dmg: 15d10 fire	railguns: Atk: -1/-1, Incr: 8 Dmg: 18d6 pierc. (ignores 10 hull hardness) lasers: Atk: -1, Incr: 6, Dmg: 13d10 fire
Special Attacks:	jammer: computer use +8	-	-
Special Qualities:	-	sensor array: computer use +8	-
Crew complement:	3	2	3
installed Systems:	jammer, shield generator, speed enhance.	advanced sensor array, shield generator stasis pods (200)	barrier projector, ECCM, laser CIWS, reactor upgrade
Installed Weapons:	(ultralight) torpedo launcher (fusion) (ultralight) graviton pulse cannon	2x (ultralight) graviton pulse cannon (twin turret)	4x (light) railgun (2x twin turret) 2x (light) laser cannon (twin turr.)
Cargo capacity:	10 tonnes	200 tonnes	200 tonnes
Docking bays:	-	-	-
Class:	Frigate (light)	Destroyer (light)	Escort Carrier (medium)
Length:	375 ft.	450 ft.	600 ft.
Size modifier:	attack: -8, AC: -10	attack: -8, AC: -10	attack: -8, AC: -12
Hit Dice:	60d20 (1,200 hit points)	80d20 (1,600 hit points)	120d20 (2,400 hit points)
Hull hardness:	30 (cerametal)	30 (cerametal)	35 (cerametal)
Shields:	840 hit points, hardness 10, recharge 10	1,120 hit points, hardness 10, recharge 10	1,440 hit points, hardness 10, recharge 10
Speed:	7 (5 base, +2 reactor) (cruise capable)	7 (5 base, +2 spd enh.) (cruise capable)	7 (5 base, +2 spd enh.) (cruise capable)
Armor Class:	6 (-10 size, +2 dex, +3 natural, +1 reactor)	8 (-10 size, +2 dex, +3 nat., +2 ECM, +1 rcrr)	6 (-12 size, +2 dex, +3 nat., +2 ECM, +1 spd)
Full Attack:	railguns: Atk: -1/-1, Incr: 8, Dmg: 18d6 pierc. (ignores 10 hull hardness) lasers: Atk: -1, Incr: 6, Dmg: 13d10 fire Missiles: Atk: +1, range: 32, Dmg: 15d6 fire	railguns: Atk: -1/-1/-1, Incr: 8, Dmg: 18d6 pierc. (ignores 10 hull hardness) lasers: Atk: -1, Incr: 6, Dmg: 13d10 fire Missiles: Atk: +2, range: 32, Dmg: 15d6 fire	graviton pulse cannons: Atk: -4, Incr: 8, Dmg: 21d10 fire Missiles: Atk: -1, range: 32, Dmg: 17d6 fire
Special Attacks:	-	-	jammer missile: range: 32
Special Qualities:	sensor array: computer use +8 CIWS 50% intercept chance, 6x/round	sensor array: computer use +8 CIWS 50% intercept chance, 6x/round	sensor array: computer use +8 CIWS 75% intercept chance, 6x/round immune to critical hits/sneak attack dmg.
Crew complement:	10	30	150
installed Systems:	advanced sensor array, barrier projector, ECCM, laser CIWS, reactor upgrade	advanced sensor array, barrier projector, ECCM, ECM, laser CIWS, reactor upgrade	advanced sensor array, automated damage control, barrier projector, ECM, extra fuel tanks, missile CIWS, speed enhancement
Installed Weapons:	4x (light) railgun (2x twin turret) 2x (light) laser cannon (twin turret) 2x (light) missile launcher (plasma)	6x (light) railgun (3x twin turret) 2x (light) laser cannon (twin turret) 2x (light) missile launcher (plasma)	4x (medium) graviton pulse cannon (2x twin turret) 3x (medium) missile launcher (plasma) 1x (medium) missile launcher (jammer)
Cargo capacity:	300 tonnes	400 tonnes	3,000 tonnes
Docking bays:	1 internal (up to 20HD)	2 internal (up to 20HD each)	20 internal (up to 20HD each) 2 external (up to 40HD each)

Pirate Ships			
Class:	Breaching Pod (ultralight)	Sacrificial Light Fighter (ultralight)*	Assault Transport, boarding (ultralight)
Length:	60 ft.	30 ft.	150 ft.
Size modifier:	attack: -8, AC: -8	attack: -4, AC: -4	attack: -8, AC: -8
Hit Dice:	13d20 (260 hit points)	7d20 (140 hit points)	15d20 (300 hit points)
Hull hardness:	20 (cerametal)	15 (various materials)	30 (cerametal)
Shields:	-	-	120 hit points, hardness 0, recharge 0
Speed:	10 (8 base, +2 spd enh.) (no cruise)	10 (8 base, +2 spd enh.)	8 (6 base, +2 spd enh.) (cruise capable)
Armor Class:	8 (-8 size, +2 dex, +3 natural, +1 spd enh.)	11 (-4 size, +2 dex, +2 natural, +1 spd enh.)	8 (-8 size, +2 dex, +3 natural, +1 spd enh.)
Full Attack:	-	Missile: Atk: +3, range: 32, Dmg: 10d6 fire	graviton pulse cannons: Atk: -3, Incr: 8 Dmg: 10d10 fire
Special Attacks:	breaching	ramming: +10 piloting, Dmg: Equal to fighter's remaining hit points.	grapple: +10 piloting, 1 forced entry port
Special Qualities:	-	limited endurance (10 rounds)	-
Crew complement:	-	1	2**
installed Systems:	speed enhancement	speed enhancement	shield generator, speed enhancement grapppler system
Installed Weapons:	-	(ultralight) missile launcher (plasma)	1x (ultralight) graviton pulse cannon (ultralight) gravity web caster
Cargo capacity:	16 medium, 8 large, or 4 huge creatures	0.5 tonne	200 tonnes
Docking bays:	-	-	-
*The Sacrificial Light Fighter is built from scrap and parts the pirates could not sell. It is powered by chemical thrusters and has 10 rounds of endurance. It can be made to perform a suicide attack (opposed piloting check required). This craft provides no valuable salvage after a battle.			
**The Assault transport carries boarding party in addition to crew.			
Class:	Extortion Corvette (light)	Tender Frigate (light)*	Slaver Destroyer (light)
Length:	300 ft.	375 ft.	450 ft.
Size modifier:	attack: -8, AC: -8	attack: -8, AC: -10	attack: -8, AC: -10
Hit Dice:	40d20 (800 hit points)	60d20 (1.200 hit points)	80d20 (1.600 hit points)
Hull hardness:	30 (cerametal)	30 (cerametal)	30 (cerametal)
Shields:	560 hit points, hardness 10, recharge 10	480 hit points, hardness 0, recharge 0	720 hit points, hardness 0, recharge 0
Speed:	8 (6 base, +2 reactor) (cruise capable)	5 (5 base) (cruise capable)	7 (5 base, +2 spd enh.) (cruise capable)
Armor Class:	8 (-8 size, +2 dex, +3 natural, +1 reactor)	7 (-10 size, +2 dex, +3 natural, +2 ECM)	6 (-10 size, +2 dex, +3 natural, +1 spd enh.)
Full Attack:	lasers: Atk: -1, Incr: 7, Dmg: 25d10 fire	Missiles: Atk: +1/+1, range: 32 Dmg: 15d6 fire	spatial disruptors: Atk: -1/-1/-1, Incr: 4, Dmg: 21d10 fire
Special Attacks:	gravity web caster: Atk: -1, Incr: 8 prism missile: (range 32, spd 1)	gravity web caster: Atk: -1, Incr: 8 Interdictor missile: Atk: +5, range: 32	gravity web caster: Atk: -1, Incr: 8 Interdictor missile: Atk: +5, range: 32 grapple: +8 piloting, 2 forced entry ports jammer: computer use +8
Special Qualities:	stealth (detection: computer use DC 25)	sensor array: computer use +8 CIWS 75% intercept chance, 5x/round	sensor array: computer use +8 stealth (detection: computer use DC 25)
Crew complement:	3	10	30
installed Systems:	barrier projector, ECCM, reactor upgrade, stealth system	advanced sensor array, ECM, ECCM, extra fuel tanks, missile CIWS, shield generator, stealth system	advanced sensor array, ECCM, grapppler system, jammer, shield generator, speed enhancement, stasis pods (400) stealth system
Installed Weapons:	2x (light, spinal) laser cannon (twin mount) (light) missile launcher (prism) (ultralight) gravity web caster	4x (light) missile launcher (plasma) (ultralight) gravity web caster (light) missile launcher (interdictor)	8x (light) spatial disruptor cannon (4x twin turret) (ultralight) gravity web caster (light) missile launcher (interdictor)
Cargo capacity:	200 tonnes	600 tonnes	400 tonnes
Docking bays:	-	2 internal (up to 20HD)	2 internal (up to 20HD each)
prism missile: speed 1, AC 14, hardness 0, 10 hp. Mothership can fire laser attacks through prism, range increments calculated from prism. Prism must be within 32 distance from mothership. Mothership can still not fire beyond 60 distance units.			
*Tender Frigate has been modified: +1 docking bay, -1 wpn slot / +100% cargo space / -1 weapon slot. It carries 2 smaller ships and is usually escorted.			



Tiger-class frigate

This ship has a separate entry as it has a floorplan and is perfectly suited for a group of player characters. It is intended as a 50HD light frigate.

History

Development started six years before the colony's destruction, with only a handful of ships being completed before the war started. Lixian shared a border with the Kurion empire, there being a Kurion presence on the same continent on Tajano as well as on other planets in the system. Because of this proximity and likely very short response time before an enemy attack, speed and mobility were prioritized over endurance. The class is relatively heavily armed and fast, and can deploy small numbers of vehicles or special forces, but its small crew capacity can be a problem on long missions where maintenance places high pressure on crewmembers.

The use of repair robots is common on such ships, but as they require supervision, they do not solve the problem of high workload entirely. The default stateroom configuration has three rooms with one bunk each; hot racking allows for six or nine crewmembers though each room can easily fit more bunk beds. The longer the deployment, and the fewer repair drones or repair magic available, the more crew will be needed.

The ships were initially used to perform high-speed, low-altitude hit-and-run attacks on Kurion ground forces as they advanced on Tianshui cities. While technically quite successful in this role there were not enough ships to significantly affect the Kurion ground forces. As the Zodiac Fleet was quickly forced into a defensive stance, the Tiger class ships were reassigned to the defense of the remaining cities. All ships of the class were destroyed or disabled during the course of the war, with the last ships being shot down over Lixian.

Class:	Zodiac Fleet Tiger Frigate (light)	
	Planetside Combat Configuration	Stealth Configuration
Length:	340 ft.	340 ft.
Size modifier:	attack: -8, AC: -8	attack: -8, AC: -8
Hit Dice:	50d20 (1.000 hit points)	50d20 (1.000 hit points)
Hull hardness:	30 (cerametal)	30 (cerametal)
Shields:	700 hit points (hardness 10, recharge 30)	600 hit points (hardness 10, recharge 10)
Speed:	11 (7 base, +2 reactor upgrade, +2 speed enhancement) (cruise capable)	7 (7 base) (cruise capable)
Armor Class:	10 (-8 size, +2 dex, +4 natural, +1 reactor upgrade, +1 speed enhancement)	10 (-8 size, +2 dex, +4 natural)
Full Attack:	Spinal Graviton Cannon: Atk: -1, Incr: 8, Dmg: 25d10 fire Graviton Cannons: Atk: +0/+0/+0, Incr: 8, Dmg: 19d10 fire	Spinal Graviton Cannon: Atk: -1, Incr: 8, Dmg: 25d10 fire Graviton Cannons: Atk: +0, Incr: 8, Dmg: 19d10 fire Torpedoes: Atk: +0/+0, range: 50, Dmg: 20d6 fire, (ignores 20 hardness)
Special Attacks:	-	Jammer: Computer Use +12
Special Qualities:	Advanced Sensor Array: Computer Use +12	Advanced Sensor Array: Computer Use +12, Stealth (detection: computer use DC 25), CIWS 75% intercept chance 5x/round Immune to critical hits, sneak attack, Auto-repairs 2d6hp per hour
Crew complement:	4	4
Installed Systems:	Advanced Sensor Array, Barrier Projector (2 slots), Jammer, Reactor Upgrade (2 slots), Shield Regenerator, Speed Enhancement	Advanced Sensor Array, Automated Damage Control, Automated Repair System, Barrier Projector (2 slots), Jammer, Missile CIWS, Stealth System
Installed Weapons:	1x (light) Spinal Graviton Pulse Cannon (2 slots), 6x (light) Graviton Pulse Cannon (3x twin turrets)	1x (light) Spinal Graviton Pulse Cannon (2 slots), 2x (light) Graviton Pulse Cannon (twin turret), 2x (light) Torpedo Launcher (2 slots each, 20 fusion torpedoes each)
Cargo capacity:	200 tonnes	200 tonnes
Docking bays:	-	-
Zodiac Fleet crews	All listed modifiers are already included in Zodiac Fleet ship entries.	
Piloting	Armor Class: +2 (dex), Piloting +12, Reflex save +3, Initiative +2 (+2 dex)	
EW:	Computer use +12	
Gunnery:	Ranged attacks: +8 (+5 BaB, +2 Dex, +1 Weapon Focus), damage: +2 (+2 Weapon Specialization)	



Configurations

- Stealth configuration for special forces deployment and surprise attacks: On the surprise round, the target ship or station's CIWS is jammed, leaving the target vulnerable to fusion torpedo attack.
- Planetside combat configuration: The ship flies towards an enemy ground force hugging the ground. Once in range, the ship quickly focuses down key units while the shields absorb the enemy barrage. Then the ship withdraws. The shield recharge rate allows it to perform multiple attacks in quick succession.
- Capture configuration: The ship uses its superior speed to overtake a target, while the gravity web caster and interdicator missile launcher prevent the target from escaping. The grapples are used to finally grab the target and board her. (This configuration was never actually used as the colony was destroyed before any ships could be refitted.)

Ship Floorplan

The ship map is created on a 5 ft. grid and should for roleplaying purposes not be interpreted literally. Walls and doors are not actually built in increments of 5 ft. thick or wide. Rather, the thickness represents armored outer hull, bulkheads, and machinery.

Systems can be swapped out without major work on the hull, using the slots on the first and third deck, the vehicle elevator in the cargo hold, and the large airlock on the third deck. Ship systems are not necessarily shaped or sized as their icons; they should be treated as 'access points', where crew members need to be to repair them, and where enemy boarding crews

can destroy them. A GM may use their locations to decide specific systems in specific areas are damaged or destroyed based on relative ship positioning and enemy attack angles. Systems are spread out to prevent catastrophic damage resulting from a single hit.

Should the ship be upgraded or modified the GM will need to place the new system slot in the floorplan if they intend for it to be relevant during shipboard operations. The weapons will usually be mounted externally and are not on the floorplan, save for the lateral turrets.

(Optional: A GM may allow characters to move systems to other areas if they feel that is a better configuration, and the GM could always simply give the ship different stats, making it a different class.)

Zodiac Fleet Tiger-Class Light Frigate

LEGEND



life support module



computer module



inertial damper



gravity generator



escape pod access



stairs to level above



hatch to level below

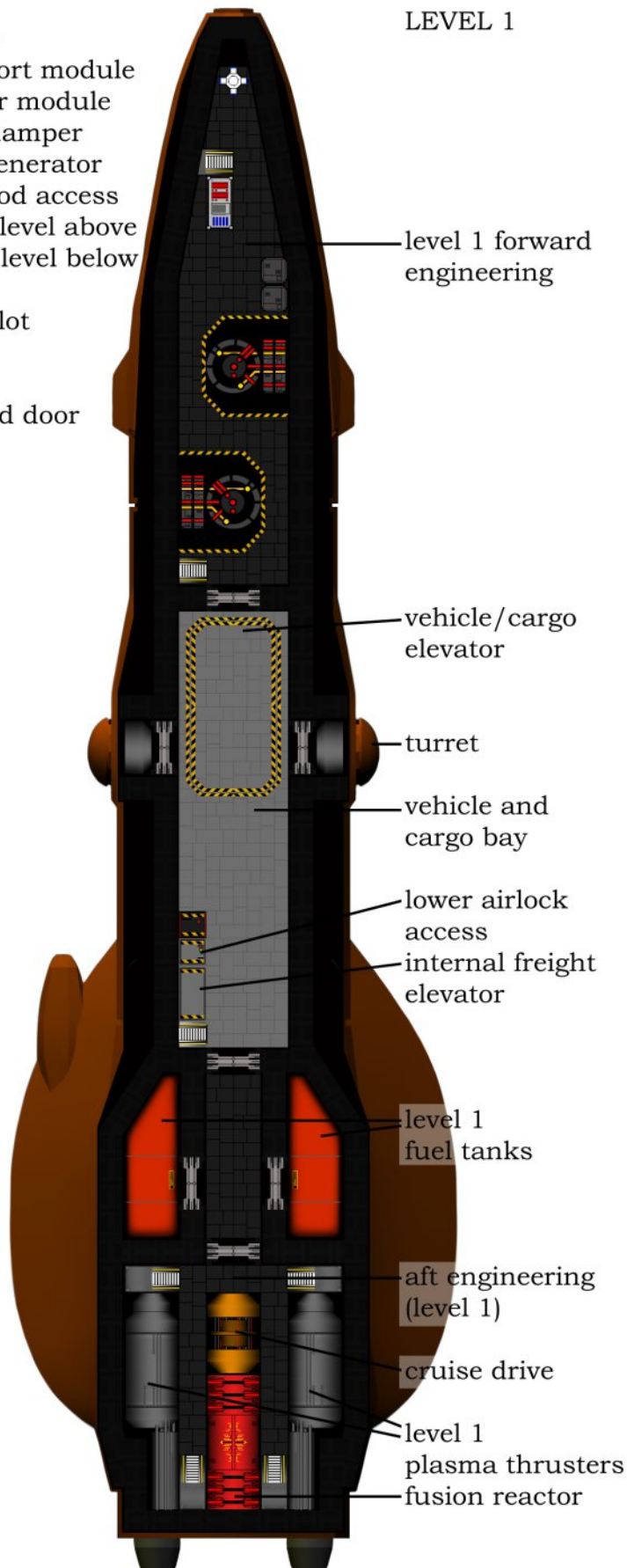


system slot
(empty)



reinforced door

LEVEL 1



level 1 forward
engineering

vehicle/cargo
elevator

turret

vehicle and
cargo bay

lower airlock
access

internal freight
elevator

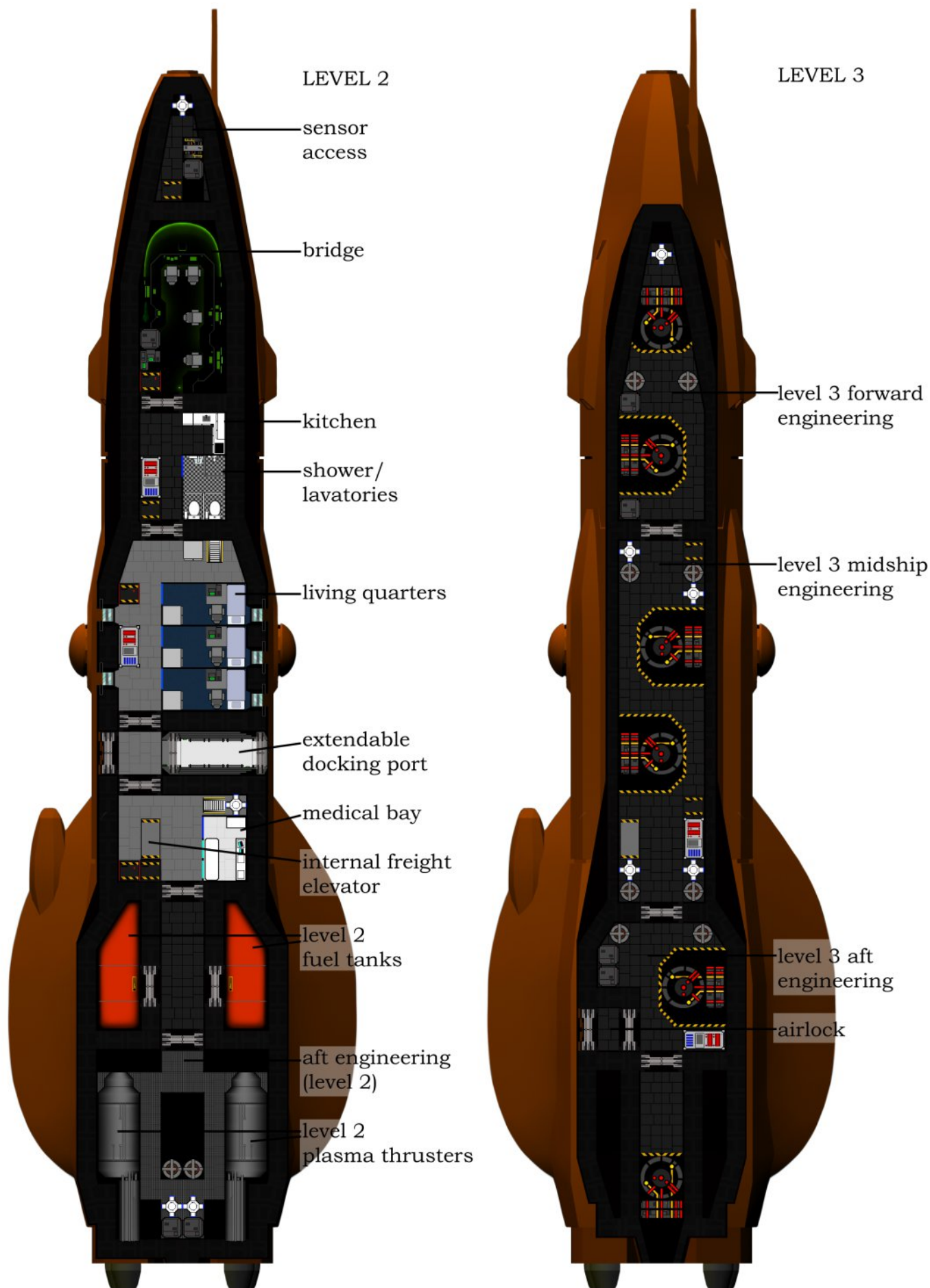
level 1
fuel tanks

aft engineering
(level 1)

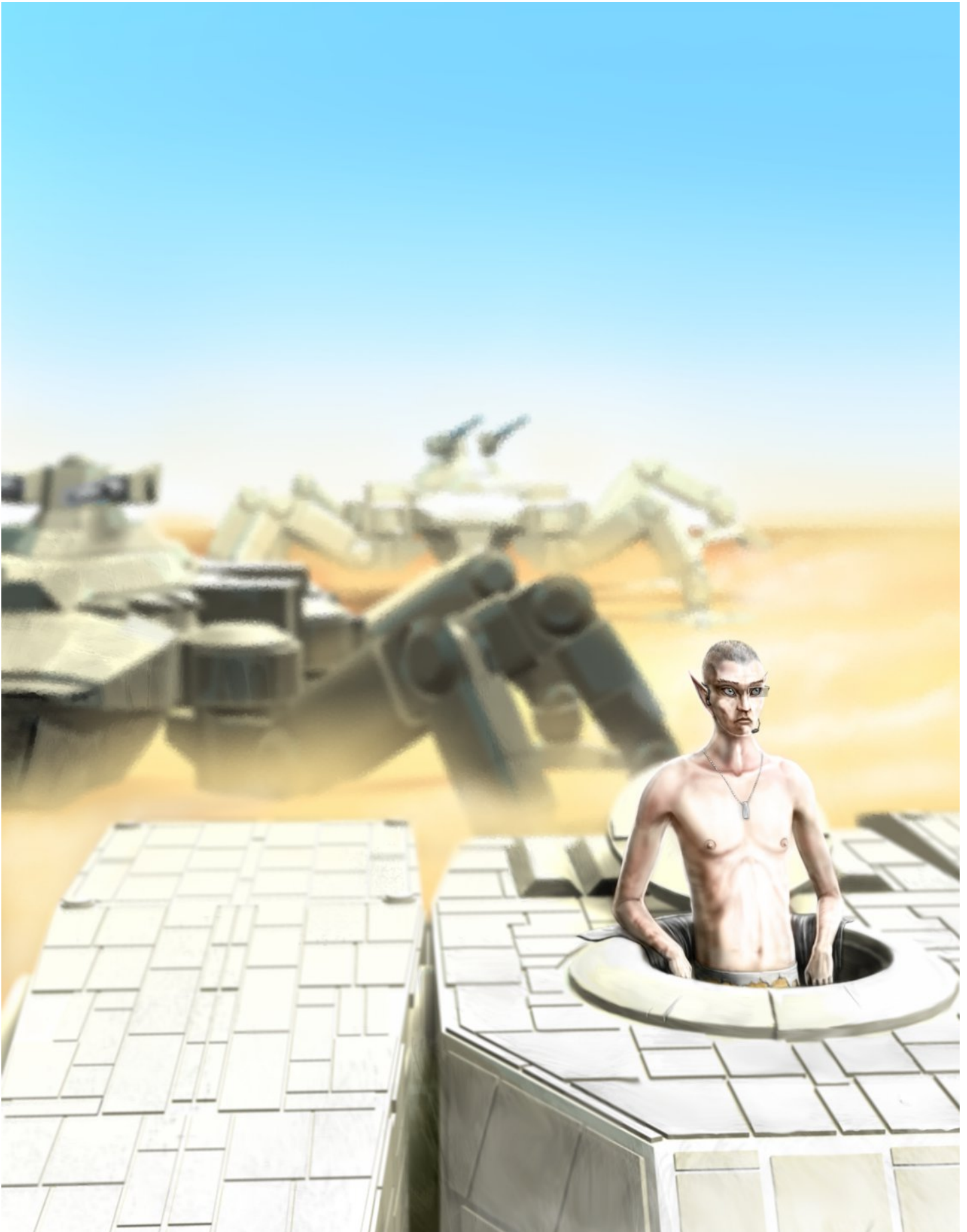
cruise drive

level 1
plasma thrusters

fusion reactor



Vehicle-Specific Rules and NPC Vehicles



Vehicle Construction

Rules for the crafting of vehicles are identical to those of ship construction (stats are included in tables there). They follow the same patterns and use the same materials and subsystems, though some can be omitted as a cost-reduction measure, especially on civilian vehicles. The component lists include only what is in the standard version of a vehicle type. Cheap vehicles are powered by capacitors or batteries - reactors are only included in vehicles that will be required to travel long distances away from recharge points but can be installed in any vehicle of huge size or larger. Civilian vehicles are produced quickly and cheaply enough at car factories that they can be custom-ordered, built, and delivered in the space of a few days, provided they do not include complex components that the manufacturer does not have in stock.

Vehicle Combat

Most of the rules for ship combat apply to vehicles as well. This chapter

action. A character doing so is partially exposed, receiving partial cover from the vehicle. Vehicles can engage with characters on foot, essentially functioning as large creatures. However, vehicle combat revolves around dealing large amounts of damage to easy-to-hit targets, relying on hardness to stay in the fight. Therefore they are not suited for combat against low level characters on foot as they might kill characters in a single lucky shot without any opportunity for the character to avoid that fate. Furthermore their relatively large number of hit points and hardness combined with their low attack modifiers can make fights tedious. For these reasons, GMs should be cautious about fights between characters on foot and vehicles. If character versus vehicle combat is to be a key feature of a game, a GM could for example impose further attack penalties for attacking characters with big vehicle weapons.

A GM can set up a battle grid with the squares representing a distance convenient for the scale of the battlefield.



contains a small number of rules specific to vehicle combat. The rules for vehicles in combat are similar to those for ships, the differences being mostly related to movement speeds and range increments. Vehicle movement speeds are measured in feet and unlike in ship combat, a vehicle pilot can double the vehicle's movement as a full-round action. As long as characters remain inside their vehicle they function as part of that vehicle. Characters can pop a hatch and fire weapons, cast spells, or use other abilities. Opening or closing a hatch is a move equivalent

Short Range Combat (up to 200 ft.)

At ranges characters and creatures typically fight, range increments for the main weapons on vehicles are ignored - the range of a railgun or laser is far greater than that of a handgun or longbow. If a vehicle is equipped with CIWS it covers the entire combat area.

Medium Range Combat (up to 6,000 ft.)

Vehicle versus vehicle combat tends to occur at this range but there are no guarantees that it will. At

ground level, in battlefield conditions, the range increments of vehicles' main weapons is measured in hundreds of feet - each dimensionless distance unit becomes 100 ft. A weapon with a range increment of 8 in space combat now has a range increment of 800 ft. Missiles do not have range increments, merely a maximum range, similarly recalculated. (This range limit for missiles applies only to these circumstances.) CIWS covers an area with a radius of 200 ft. centered on the vehicle that mounts it.

Long Range Combat (6.000 ft.+)

This applies primarily when ships battle vehicles from afar. Compared to the speed of ships, vehicles might as well be stationary. Range increments of main weapons of vehicles are the same as when they are mounted on ships.

Ground Craft Entries

Ground craft follow the same rules as ships, relying on hardness rather than high armor class to avoid damage. They however have additional smaller weapons and abilities to deal with ground combatants.

Generic crewed ground craft are listed with generic crews. Faction-specific entries are listed with crews from that specific faction. (The same modifiers are used as in the NPC Ships chapter.)

Small Arms Weapon Slots

In addition to the listed weapon slots, vehicles have an equal number of slots for smaller weapons. Civilian vehicles can always be modified at minimal cost to include at least one small weapon slot. These slots can be filled with weapons from the list of firearms (and can be equipped with add-ons or enchantments). These can be any of the personal or heavy weapons except sniper rifle, rocket launcher, or railgun. These weapons can be operated from inside the craft using the mounted weapons proficiency feat or in person using the personal firearms proficiency or heavy weapons proficiency feat, depending on the type of weapon. These weapons are automatically reloaded. If multiple ammunition types are available for a weapon, switching between them is a free action on the part of the gunner operating it.

Mounted small arms benefit from a gravitic targeting stabilizer system by gaining +40 ft. to their range increments.

NPC Vehicles

Drones (Planetside Models)

The listed cost of drones includes reactors and high-end parts. Drones are frequently built with capacitors and cheaper parts if they are not required to travel far or operate independently for very long. Due to the lack of powerful AI, drones do not perform as well as crewed craft. Therefore they are mainly used in support roles. While they are cheaper than piloted fighters or tanks, drones are still expensive.

Unscrupulous factions consider troops to be more expendable than drones because of this cost, and drones are therefore less often used as fodder by them. Instead they are used as terror weapons; a single patrolling drone equipped with chemical weapons can force obedience from civilians in a large captured area until a more conventional police force is put in place.

Drone Missile Launcher

In addition to the listed weapons, drones are equipped with a small missile launcher. (Drone missile launchers can technically be mounted on crewed objects.) They can also be equipped with standard short-range rockets though they were designed for hazardous and illegal missiles. The missiles listed here are not compatible with standard missile launchers, mounted or otherwise. Maximum range: 200 ft., ammunition capacity: 4 missiles

Razor Missile (illegal weapon)

Fills 20 ft. radius area with tiny metal orbs with blades and drills into the ground (does not work in hard ground such as rock or concrete). From there it can emit a powerful electromagnetic field that allows the metal orbs to levitate and attack those who enter the area. The missile and orbs remain inert until thermal signatures matching organic beings enter the area. Once the organic beings have left or died the missile and orbs become inert once more. A razor missile trap can remain a threat for months.

Living creatures in the area are attacked by the orbs. They suffer 2d6 slashing damage per round as long as they remain in the area. A DC 17 reflex save halves this damage. When active, the magnetic field is powerful enough to disrupt unshielded electronics and can be detected on any sensor. The capacitor can power the field for 10 minutes.

The center of the trap is the buried missile. It keeps an infrared sensor aboveground in order to detect incoming targets. Detecting the sensor requires a DC 20 Perception check. It has an AC of 10, a touch AC of 10, and 3 hit points. If the sensor is destroyed the trap activates and remains activated until power runs out.

Spotting the orbs requires a DC 15 Perception check when close to the area. Grass or shallow water increases the DC by 10. There are hundreds of tiny orbs in the trap, destroying each of them separately is impractical. Dealing at least 10 points of damage using an area effect clears the orbs from that area.

Nanite Missile (illegal weapon)

This missile homes in on damaged parts of a target vehicle in order to penetrate the weakened armor and deliver its payload. It can only attack targets that have suffered 30 hit points or more in damage. The missile's guidance system provides a +4 modifier to the missile's attack roll.

Once the payload has been deployed inside the target's armor it projects an energy field that serves to

protect attack nanites from environmental temperature fluctuations, and provides energy. The attack nanites will immediately begin degrading the vehicle from the inside out. Every round the nanites continue their attack they will deal more damage. 1d4 damage in the first round, 2d4 in the second, 3d4 in the third, and so forth. This attack bypasses hardness. Organic crew are unaffected but heavily augmented cyborgs and robots suffer an equal amount of damage.

The field projector has an AC of 13, touch AC of 10, and 5 hit points. Destroying it instantly destroys the nanites. Dealing area effect damage in an area clears it of nanites. Unless the entire room the field emitter is in is cleared in one round in this manner, the nanites will replicate and continue dealing damage in the next round.

Due to the extreme surface to volume ratio of nanites, this weapon can not be deployed in space or any environment with significant amounts of background radiation or extreme temperatures.

Gas Missile (illegal weapon)

This missile deploys a gas cloud in an area but also projects a weak shield around it to concentrate the gas effectiveness in a small area. The gas deals 2d6 acid damage to everything within a 20 ft. radius. The shield remains for 10 rounds. After that the gas dissipates. During the next five rounds everything within a 40 ft. radius suffers 1d6 acid damage. During the next five rounds everything within a 100 ft. radius suffers 1 acid damage. The shield can be set to deactivate sooner or not activate at all, prior to launch. The shield does not stop anything but gases; objects and energy can pass through unimpeded.

Living characters who breathe the gas at any point during the attack require a DC 20 heal check or any healing spell within the next 24 hours or suffer an additional 1 damage. (This continues at a rate of 1 damage per 24 hours until the character receives the required medical attention.)

After the attack, all soil in a 100 ft. radius area will not support life for 100 years unless thoroughly cleaned.

Kurion Defense Platform

This machine is a massive four-legged machine with a pair of ship weapons mounted to the sides of its main turret. It is protected from ground attacks by a series of plasma rifles and lasers on its sides, as well as missiles that deploy cluster munitions. It is controlled by eight cyborg brains, implanted in its control center. The platform originally served as a semi-stationary defense installation, and it is too slow to be used in an offensive role. Its communication operates via laser, and cannot be hacked from a distance. Crews for this type of craft are significantly more capable than standard Kurion craft and weapon systems are more optimized (though the craft can not function outside an earth-like environment).

Repair Facility

The craft is used as a repair facility and mother ship for ground and air craft up to large size. There is room for 4 of each to be docked simultaneously. Each docked heavily augmented cyborg or robot combat unit regains one hit point per minute.

Hacking

Hacking requires a character to reach the craft's underside and deal 20 damage to the hull from that position (damage reduction applies). Then they must attach a cable to a port (touch attack vs touch AC of 4, the underside of the hull is 15 ft. above ground). Alternatively they may place a Laser Splitter hacking device on the comms array 50 ft. up. After either procedure, the standard rules for hacking unwilling cyborgs apply.

Leg Stomp

The craft was not designed to perform melee attacks but due to its size can attempt to step on enemies one or more size categories smaller than itself, that comes within reach. It can only perform one such attack per round, either as a normal attack roll attack of opportunity, as the craft relies on the remaining three legs for static stability. It can not perform this attack against targets that have closed to less than 40 ft from the center.

Cluster Missile Launcher

As a free action, the machine can fire a missile that deploys small explosives that detonate in midair. The explosives saturate an area with a radius of 20ft and deal 8d6 damage. (Reflex save DC 18 half.) It can fire one missile per round. The launcher holds 6 missiles. The missiles cannot target anything closer than 100ft.

Point-Defense Lasers

As a free action, the machine will automatically fire its point defense lasers at anything that approaches closer than 100 ft. It can attack up to 3 targets per round, but can not make more than one attack per target. It cannot fire the missile launcher in the same round as its point defense lasers.

(Semi)Civilian Planetside Craft

Class:	Hover Car (ultralight)	Hover Truck (ultralight)
Length:	15 ft.	70 ft.
Size modifier:	attack: -2, AC: -2	attack: -8, AC: -8
Space/Reach:	15 ft. / -	70 ft. / -
Hit Dice:	3d20 (60 hit points)	6d20 (120 hit points)
Hull hardness:	20 (polymeric)	20 (polymeric)
Shields:	-	-
Speed:	100 ft. (fly, good maneuverability)	80 ft. (fly, good maneuverability)
Armor Class:	12 (-2 size, +2 dex, +2 natural) (touch 10, flat-footed 10)	6 (-8 size, +2 dex, +2 natural) (touch 4, flat-footed 4)
Full Attack:	-	-
Special Attacks:	-	-
Special Qualities:	-	-
Crew complement:	1	1
installed Systems:	-	-
Installed Weapons:	-	-
Cargo capacity:	0,5 tonnes	30 tonnes
Docking bays:	-	-
Class:	Marauder Hover Car (ultralight)	Marauder Hover Truck (ultralight)
Length:	15 ft.	70 ft.
Size modifier:	attack: -2, AC: -2	attack: -8, AC: -8
Space/Reach:	15 ft. / -	70 ft. / -
Hit Dice:	3d20 (60 hit points)	6d20 (120 hit points)
Hull hardness:	20 (polymeric)	20 (polymeric)
Shields:	-	-
Speed:	100 ft. (fly, good maneuverability)	80 ft. (fly, good maneuverability)
Armor Class:	12 (-2 size, +2 dex, +2 natural) (touch 10, flat-footed 10)	6 (-8 size, +2 dex, +2 natural) (touch 4, flat-footed 4)
Full Attack:	Assault rifle +10/+5 ranged 2d8 piercing, incr 100 ft., 20/x2	Assault rifle +10/+5/+5 ranged 2d8 piercing, incr 100 ft., 20/x2 Rocket launcher +7 ranged 10d6 fire (ignores 10 hull hardness), incr 200 ft., 20/x2
Special Attacks:	-	-
Special Qualities:	-	-
Crew complement:	1	1
installed Systems:	-	-
Installed Weapons:	-	-
Cargo capacity:	0,5 tonnes	30 tonnes
Docking bays:	-	-
Class:	Hover Limousine (ultralight)	Presidential Hover Limousine (ultralight)
Length:	20 ft.	20 ft.
Size modifier:	attack: -2, AC: -2	attack: -2, AC: -2
Space/Reach:	20 ft. / -	20 ft. / -
Hit Dice:	6d20 (120 hit points)	6d20 (120 hit points)
Hull hardness:	30 (cerametal)	40 (neutronium)
Shields:	48 hit points, hardness 0, recharge 0	72 hit points, hardness 10, recharge 10
Speed:	100 ft. (fly, good maneuverability)	100 ft. (fly, good maneuverability)
Armor Class:	13 (-2 size, +2 dex, +3 natural) (touch 10, flat-footed 11)	15 (-2 size, +2 dex, +5 natural) (touch 10, flat-footed 13)
Full Attack:	-	laser +3 ranged, 5d6 fire, incr 200 ft., 20/x2
Special Attacks:	-	laser +3 ranged vs AC 15 (autofire), Incr 200 ft., 10x10 ft. Area 5d6 fire, reflex DC 15 half
Special Qualities:	-	-
Crew complement:	1	2
installed Systems:	shield generator	barrier projector
Installed Weapons:	-	heavy laser (small arms)
Cargo capacity:	1 tonnes	1 tonnes
Docking bays:	-	-

Military Planetside Craft		
Class:	Hover Drone (ultralight, AI-controlled)	Mecha Drone (ultralight, AI-controlled)
Length:	10 ft.	10 ft.
Size modifier:	attack: -1, AC: -1	attack: -1, AC: -1
Space/Reach:	10 ft. / -	10 ft. / -
Hit Dice:	3d20 (60 hit points)	4d20 (80 hit points)
Hull hardness:	20 (polymeric)	20 (polymeric)
Shields:	-	-
Speed:	80 ft. (fly, good maneuverability)	40 ft.
Armor Class:	13 (-1 size, +2 dex, +1 natural) (touch 11, flat-footed 10)	13 (-1 size, +1 dex, +3 natural) (touch 10, flat-footed 12)
Full Attack:	quad barrel laser: Atk: +7, Incr: 400 ft./4, Dmg: 4d10 fire sonic rifle: Atk: +5, Incr: 60 ft., Dmg: 2d8 sonic	quad barrel railgun: Atk: +7, Incr: 600 ft./6, Dmg: 8d6 piercing (ignores 10 hull hardness) sonic rifle: Atk: +5, Incr: 60 ft., Dmg: 2d8 sonic
Special Attacks:	drone missile launcher	drone missile launcher
Special Qualities:	robotic	robotic
Crew complement:	-	-
Installed Systems:	ECCM	ECCM
Installed Weapons:	(ultralight) quad laser (small arms) sonic rifle	(ultralight) quad railgun (small arms) sonic rifle
Cargo capacity:	-	-
Docking bays:	-	-
Class:	Hover Tank (ultralight)	Spidermech (ultralight)
Length:	25 ft.	35 ft.
Size modifier:	attack: -2, AC: -2	attack: -4, AC: -4
Space/Reach:	25 ft. / -	35 ft. / -
Hit Dice:	6d20 (120 hit points)	12d20 (240 hit points)
Hull hardness:	30 (cerametal)	30 (cerametal)
Shields:	48 hit points, hardness 0, recharge 0	144 hit points, hardness 10, recharge 10
Speed:	80 ft. (fly, good maneuverability)	30 ft.
Armor Class:	15 (-2 size, +2 dex, +5 natural) (touch 10, flat-footed 13)	13 (-4 size, +2 dex, +5 natural) (touch 8, flat-footed 11)
Full Attack:	railgun: Atk: +3, Incr: 800 ft./8, Dmg: 10d6 piercing (ignores 10 hull hardness)	graviton pulse cannon: Atk: +1, Incr: 800 ft./8, Dmg: 10d10 fire Missile: Atk: +3, range: 3.200 ft/32, Dmg: 10d6 fire
Special Attacks:	machinegun +7 ranged vs AC 15 (autofire), Incr 200 ft., 10x10 ft. area 4d6 piercing, reflex DC 15 half	machinegun +7 ranged vs AC 15 (autofire), Incr 200 ft., 10x10 ft. area 4d6 piercing, reflex DC 15 half grenade launcher, range 100 ft.
Special Qualities:	-	-
Crew complement:	2	3
Installed Systems:	shield generator	barrier projector
Installed Weapons:	(ultralight) railgun (small arms) machinegun	(ultralight) graviton pulse cannon (ultralight) missile launcher (plasma) (small arms) machinegun, (small arms) grenade launcher
Cargo capacity:	2 tonnes	10 tonnes
Docking bays:	-	-
Class:	Kurion Hovertank (ultralight, cyborg)	Kurion Defense Platform (ultralight, cyborg)
Length:	25 ft.	40 ft. (80 ft. With legs)
Size modifier:	attack: -2, AC: -2	attack: -8, AC: -8
Space/Reach:	25 ft. / -	40 ft. / 80 ft.
Hit Dice:	6d20 (120 hit points)	20d20 (400 hit points)
Hull hardness:	20 (polymeric)	20 (polymeric)
Shields:	-	160 hit points, hardness 0, recharge 0
Speed:	80 ft. (fly, good maneuverability)	10 ft.
Armor Class:	14 (-2 size, +1 dex, +5 natural) (touch 9, flat-footed 13)	11 (-8 size, +1 dex, +8 natural) (touch 3, flat-footed 10)
Full Attack:	railgun: Atk: +2, Incr: 800 ft./8, Dmg: 10d6 piercing (ignores 10 hull hardness)	railguns: Atk: -3, Incr: 1.200 ft./12, Dmg: 15d6 piercing (ignores 10 hull hardness) leg stomp (melee): Atk: +8, Dmg: 4d6 bludgeoning plasma rifles: Atk +7/+7, Incr: 120 ft., Dmg: 3d4 fire, or plasma rifles burst: Atk +3/+3, Incr: 120 ft., Dmg: 6d4 fire
Special Attacks:	machinegun +6 ranged vs AC 15 (autofire), Incr 200 ft. 10x10 ft. area 4d6 piercing, reflex DC 15 half	cluster missile (minimum range 100 ft.) 20 ft. Radius, 8d6 piercing, reflex DC 18 half point-defense laser (maximum range 100 ft.) Atk: +2/+2/+2, Dmg: 2d6 fire
Special Qualities:	-	docked/stored cyborg or robotic units repair 1 hp/minute
Crew complement:	2 unwilling organic control systems	8 unwilling organic control systems
Installed Systems:	ECCM	ECCM, gravitic targetting stabilizer, shield generator
Installed Weapons:	(ultralight) railgun (small arms) machinegun	2x (ultralight) railgun 2x (small arms) plasma rifle
Cargo capacity:	-	4 (up to large-size ground combat units)
Docking bays:	-	4 (up to large-size craft)

Chapter 5 - Missions



The missions are presented in suggested order of play but can be played independently of one another. Encounters are written for characters between level 6 and 9, but enemy numbers are kept vague; the GM should decide on the number of enemies per encounter, especially where vehicle or ship combat is concerned. Stat blocks for mission-specific enemies are included in the missions, generic enemy stat blocks can be found in the creatures, NPC ships, and NPC vehicles sections. The mission descriptions are kept bare-bones and linear, the focus is on objectives, enemy stats, and maps, so that the missions can be used in other campaigns with as little modification as possible.

It should be noted that the maps included in the missions are not always intended to be played as traditional 'dungeons' where the enemies remain in their rooms until the adventuring party finds them. Where possible, the enemies are described with at least a basic plan or course of action, including things like ambushing, retreating, and counter-attacking. The intent is for the maps to be used in a more dynamic manner; as combat areas rather than static mazes to be cleared. In some of the missions, player characters may start off with a map of the area, or with a sensor array that allows them to scan an area ahead of time - in these cases exploration itself is not a factor, the focus instead is achieving an objective.

Mission - Spy Hunt Phase 1

Premise

Two warring factions of religious fanatics are waging a holy war of annihilation against each other and anyone who stands in their way. All the while, a disease sweeps their valley. A scientist from Hazieth who was investigating this disease is killed by soldiers from one of the factions. The scientist's solar-powered satellite phone contains research data on the disease and could prove invaluable in curing it. As the disease is still spreading, nearby kingdoms have grown concerned and one government hires the player characters to retrieve this phone.

Plot Hook

The player characters are approached by a messenger who invites them to a meeting where they will be offered the contract for retrieving the phone. They will be told what to look for and generally how it works, but unless they are from another planet, they likely will not know what it actually is. They are issued potions to ward off diseases for the duration of the mission. The reward for each character should be around 100 gold pieces per character level (GM discretion) and the default is for the employer to be the government of Erianth, but could in principle be any organisation.

The Disease

The disease was in fact developed as a weapon. It is a variant of a disease, referred to in the research

as 'CN-611' that was engineered decades ago, but modified specifically for Altair. Advanced worlds would have no problem mass-producing a cure but this would be difficult for Altair without outside help.

Both factions were sold the bio-weapon ignorant of the other side's purchase. Both factions were told the disease would only target their enemy, which was a lie. Both factions have used the weapon and it has been spreading since.

The disease targets humans and humanoids such as elves, dwarves, and orcs. It is engineered to have a long incubation time as travel on Altair for most people is much slower than on advanced worlds. The disease is airborne but spores do not survive outside the body more than a day. It has a 100% mortality rate though can be cured by magic like any other nonmagical disease. After a 10 day incubation time the victim must start making a fortitude save every day. The DC starts at 15 but increases by 1 every day. On a failed save the victim suffers 1 constitution damage. This continues until the victim is dead.

Rumors have been circulating that the disease is magical and both sides believe it is a form of divine punishment for their enemy. The disease has been slowly spreading for several weeks and thousands are afflicted already. Unless a cure is found the disease may spread further and wipe out the entire continent.

The Scientist

The scientist, doctor Bossal Arboula (Human, male) from the Hyerra University of Medicine, was performing research on disease victims and was killed by one of the factions to prevent him from alerting anyone. His laptop was taken but he was able to hide his phone and plant a message. This phone then sent the text message to the Hazieth contact in the Altarian Admiralty but due to the network's limited capabilities the research data itself could not be transmitted.

The Satellite Phone

The phone contains research data on a bio-engineered disease that was sold to both warring factions. The data can be used to create a cure relatively quickly if the required equipment is available. The phone has a color display and capabilities comparable to a laptop but using those drains the battery quickly. Recharging via solar power takes an hour. The phone is technically compatible with GPS but such a system is not in place around Altair yet.

The Religious Fanatics

There are two sides. The 'Order of the Bull', which worships the bull as a symbol of strength, and the 'Holy Order of Steel Hearts', of which the leaders replace their hearts with steel magic prosthetics to symbolize their resolve. Each side is around five thousand strong and controlled by a core of approximately a hundred individuals. This includes the clerics, orators, and assassins. Rather than turning to an outside force such as a deity, both groups have turned inwards and devoted

themselves to their own cult, becoming extremely hostile to anyone on the outside. The core dogma of both sides is that all of existence is a never-ending battle. One must battle for one's own side with no regard for outsiders. There is only safety in one's own side and only those who are loyal will be protected from all that is foreign. Death is inevitable, the only mark one can leave on the world is the continued prospering of the side one belonged to. Even though both sides believe essentially the same thing, they do not consider themselves part of the same group and as such can only be at war. The factions have been at war for years and both have suffered heavy losses; many citizens have died, villages have been razed, and the two main cities have suffered considerable damage. Both religious factions are in the grand scheme of things insignificant and nearby kingdoms and city-states are not concerned were it not for the disease.

The player characters will need to deal primarily with the Order of the Bull in and around the city of Whitestone.

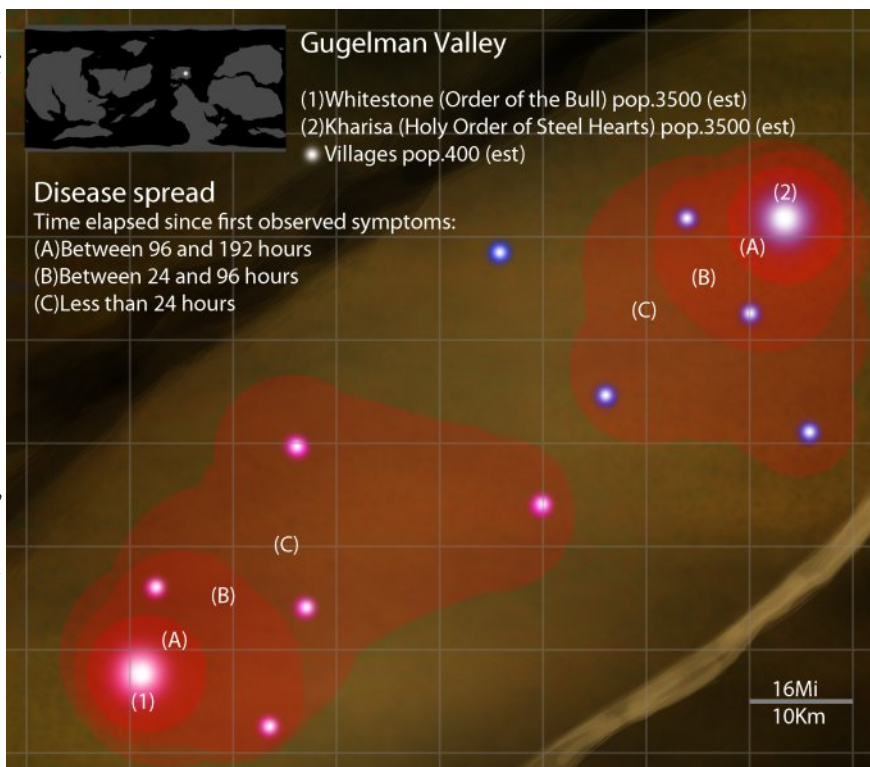
The Valley

The religious groups are fighting over control of the Gugelman Valley, a hot, arid location named after a wooden sailing ship that was found stranded in it, countless miles from the nearest sea. This valley lies 200 miles north east from the border with Erianth. There are two main cities in the region, each is the capitol for one of the two factions. Whitestone is held by the Order of the Bull and Kharisa is held by the Holy Order of Steel Hearts. Between these two cities lie a steadily decreasing number of villages the factions war over. Because of the war, forced conversions, food shortages, and high taxes, the vast majority of nonbelievers have left the region, creating an uninhabited buffer zone between it and the nearest other kingdoms.

Arrival in the City

Once the player characters arrive in Whitestone they can start gathering information. A DC 15 Diplomacy check informs the group that assassins and soldiers have been searching for the phone since before the group arrived. They will be advised to 'stop poking around for their own sake'. In addition, a Diplomacy result of 20 or higher informs the group that the troops were focussing their search on a farm near the city. A result of 25 or higher also informs the group that assassins have already taken an interest in them.

The group can make two Diplomacy checks without being harassed. On the third attempt, or after 10 hours, whichever comes first, they will be attacked by a group of soldiers. These soldiers have the information the group seeks (the search at the farm) and if any survive the fight, can be made to talk with torture, intimidation, bribery, magic, etc.



Troopers

The religious troops serve both as law enforcement and military; there is no distinction between the two. They have not yet been equipped with technology and make do with swords and crossbows.

Farm Incident

Religious troops have already recovered the phone at a farm near the city and it has been sent to the priests in the temple. By the time the player characters arrive they will find the troops in the process of cutting off the farmers' tongues to prevent them from talking. The most straightforward method for obtaining the desired information is killing the soldiers and talking to the farmers. However, the group could also choose to remain hidden and use a regeneration spell on one of the farmers to talk to them after the soldiers have left. The farmers can tell the group where the phone was taken, but to do this they need at least one tongue between them. The soldiers are religious zealots and will never willingly talk. But, sufficient torture, trickery, or intrusive mind-reading abilities could pry the information from them. Spells such as *Speak with Dead* will also yield the desired information.

Assassination Attempt

On their way back from the farm, the group will be attacked by assassins and griffons. It will start with a thug who has been handed a grenade. He has been instructed to walk between the player characters and pull the pin. (He does not know what the grenade will do.) Immediately after that the assassins will attack. Depending on how close they are able to get to the group (GM discretion) they begin by using either shortbows or rapiers. They have little but contempt for

Drunken Thug (level 3 warrior)			Fanatic - Trooper (level 4 warrior)		
CR:	2	XP reward: 600	3	XP reward: 800	
Alignment:	chaotic evil		lawful evil		
Size and type:	Medium Humanoid	Initiative: +0	Medium Humanoid	Initiative: +5	
Senses:	Perception -1		Perception -1		
Defense					
Armor Class:	10, touch 10, flat-footed 10		14, touch 11, flat-footed 13 (+1 dex, +3 armor)		
Hit Points:	13 (3d8)		26 (4d8+8)		
Saves:	Fort +5, Ref +1, Will +0		Fort +6, Ref +2, Will +2		
Offense					
Speed:	30 ft.		30 ft.		
Melee:	club +4 (1d6+1)		greatsword +6 (2d6+3 / 19-20)		
Ranged:	-		crossbow +5 (1d10), incr 120 ft.		
Special Attacks:	grenade +3 vs AC 10 + (distance / 5 ft.), 5d6, reflex DC 15 half		-		
Statistics					
Abilities:	Str 12, Dex 10, Con 11, Int 8, Wis 8, Cha 7	BaB: +3	Str 14, Dex 12, Con 14, Int 8, Wis 8, Cha 7	BaB: +4	
CMB:	+4		+6		
CMD:	14		17		
Feats:	Endurance, Great Fortitude, Run		Improved Initiative, Iron Will, Rapid Reload		
Skills:	Appraise +3, Intimidate +8, Survival +3		Intimidate +12, Knowledge (Religion) +6		
languages:	Common		Common		
Gear:	club, grenade		studded leather armor, greatsword, heavy crossbow, 30 bolts		
Ecology					
Environment:	In or near taverns, dark alleys		Any		
Organisation:	Solitary		Group (3-6)		
Treasure:	5 copper		none		

Bull Construct			Braindead Griffon		
CR:	6	XP reward: 2.400	4	XP reward: 1.200	
Alignment:	neutral		neutral		
Size and type:	Huge Construct	Initiative: +0	Large Magical Beast	Initiative: +2	
Senses:	Blindsense 60 ft.; Perception +0		Darkvision 60 ft.; Low-Light Vision; Scent; Perception +0		
Defense					
Armor Class:	16, touch 8, flat-footed 16 (+8 natural, -2 size)		17, touch 11, flat-footed 15 (+2 Dex, +6 natural, -1 size)		
Hit Points:	73 (6d10+40)		52 (7d10+14)		
Saves:	Fort +2, Ref +2, Will +2		Fort +7, Ref +7, Will +4		
	DR 5/-; Construct Traits; Immune to mind-affecting effects		Immune to mind-affecting effects		
Offense					
Speed:	40 ft.		30 ft., fly 80 ft. (average)		
Melee:	gore +9 (2d6+10)		bite +11 (2d6+4), and 2 claws +6 (1d4+2)		
Space:	15 ft.		10 ft.		
Reach:	5 ft.		5 ft.		
Special Attacks:	Magnetic Pull - Other		Pounce, Rake 1d6+2		
Statistics					
Abilities:	Str 24, Dex 10, Con -, Int -, Wis 11, Cha 1	BaB: +4	Str 18, Dex 15, Con 14, Int -, Wis 11, Cha 1	BaB: +7	
CMB:	+13		+12		
CMD:	23		24		
SQ:	Magnetic Pull - Self, Mindless		Invisibility, Mindless		
Ecology					
Environment:	Temple interior (does not function outside)		Any		
Organisation:	Solitary		Solitary, pairs		
Treasure:	none		none		

arcane casters and will focus their initial attack on characters wearing the most armor. Only once arcane casters start being problematic will they change their attack order. Griffons will dive in to attack one round after the assassins. If the attack occurs in a narrow alley the griffons will be waiting on nearby rooftops and will jump down. In large open areas the griffons will actually be able to swoop down and use their mobility. All enemy forces will fight to the death. (Except the thug, who will attempt to flee if he survives.)

Assassins

The assassins' job is primarily to intimidate the public. They rely on information from citizens to find dissenters. Said individuals are found the next morning blackened and half rotted, in a 20 ft patch of dead soil.

Garotte

1d4 slashing, 20/x2, Can only be used against flat-footed or immobile humanoid targets. The first

attack roll is made normally. If the attack hits, the victim suffers weapon damage plus sneak attack damage, can not scream, and is automatically grappled. After that normal grapple rules apply, except the weapon continues to deal damage each round (no sneak attack damage) and the victim can not use their voice.

This garotte is laced with killer nanites with limited reproduction capabilities. On a successful hit the victim suffers 1d6 additional damage. The victim continues to suffer this additional damage per round as long as the struggle continues. Once the victim is dead the nanites will consume half the body, making it appear rotted. The remains quickly become blackened. The nanites will then kill anything in the ground in a 10 ft. radius but will not reproduce. Using this device comes at a cost for the living - the nanites will inevitably make their way into the user's body. While not actively attacking, they still trigger an immune response which causes the user to suffer 1d4 damage each night and 1 point of constitution damage every 3 nights. (No saving throw, no spell resistance.) This damage can not be healed by any means, magical or otherwise, until the person stops using the device.

Griffons

The troops also have a small number of griffons at their disposal. Rather than training them the traditional way, the griffons have been crudely lobotomized. Then, a magical ritual was performed. The griffons' behavior is now directed purely by religious dogma and orders from their commanders. The griffons do not feel pain and will fight to the death. (A DC 25 heal check after the battle determines the griffons can not be healed short of a miracle or wish - they are brain dead.) They can turn invisible once per ten minutes but can remain invisible indefinitely. They are used primarily to spy on the enemy but are sometimes used to attack, despite their high cost. The priest that commands a griffon can see through its eyes and can issue orders but not in real-time; the griffons are not actually being remote-controlled.

Thugs

A group of thugs the player characters may encounter in a tavern or outside one. The thugs have grenades and use them to intimidate people into handing over their possessions. They will attempt the same with the player characters. They are drunk and stupid enough to use the grenades in melee, possibly killing themselves too. 10x10ft area, 2d6 fire, 3d6 piercing damage, reflex DC 15 halves damage taken.

The Temple

The phone is in the hands of one of the priests of the Order of the Bull. They have examined the information it contains; the Kurion spy fled the city as soon as he was aware the phone had been recovered. The cult's leaders intend to take their most loyal followers, use magic to counter the disease, and flee the area. The cult is short on funds due to the war and

the priests have ordered all gold and silver to be returned to the capitol. They intend to take it with them when they leave, which will not be for several days. The long-term plan is to start the cult anew elsewhere. They are keeping the phone and the information, as potential barter - should the disease spread far and wide they hope to be able to sell the research data on the disease for a considerable sum.

The temple is an old, thick-walled building originally built by a different religion. Because the cult did not have the resources to construct such a massive structure, certainly not during a war, the old temple was repurposed. Old religious symbols and iconography have been removed and replaced with plain rectangular panels and stylized bull emblems. Church benches have been removed; sitting still is deemed to make people lazy and sermons are short anyway. There is no altar, sacrifices are considered a waste. The interior is bathed in red light as the windows are all red tinted glass in lead.

The characters could enter the temple either by going through a door or shattering a window. The windows are very large, red glass-in-lead, with the lower edge 10 ft. off the ground. There are three groups in the temple; A small group of soldiers studying in the lecture hall, a priest with soldiers working in the archives, and a priest with soldiers and an assassin performing rites by the bull construct. The priest by the bull has the phone. Attacking one group while making noise will draw in the other groups. Locked doors are made of steel, with 100 hit points, hardness 10, and an Disable Device DC of 30 to open. Each of the priests has the keys to all locked doors.

Bull Construct

The icon of the religion, the bull represents strength and focus. It is a 15 ft. long bronze statue that attacks non-believers who enter the main temple hall. It acts independently and takes no orders, not even from the priests. It attacks by charging at enemies, using its magnetic pull ability to move around faster. It can also use this ability to pull characters wearing metal armor towards itself and into traps or environmental hazards. (GM discretion, no environmental hazards are included in the map - the GM can cover specific areas in spikes, but these may be interpreted as unfair traps.)

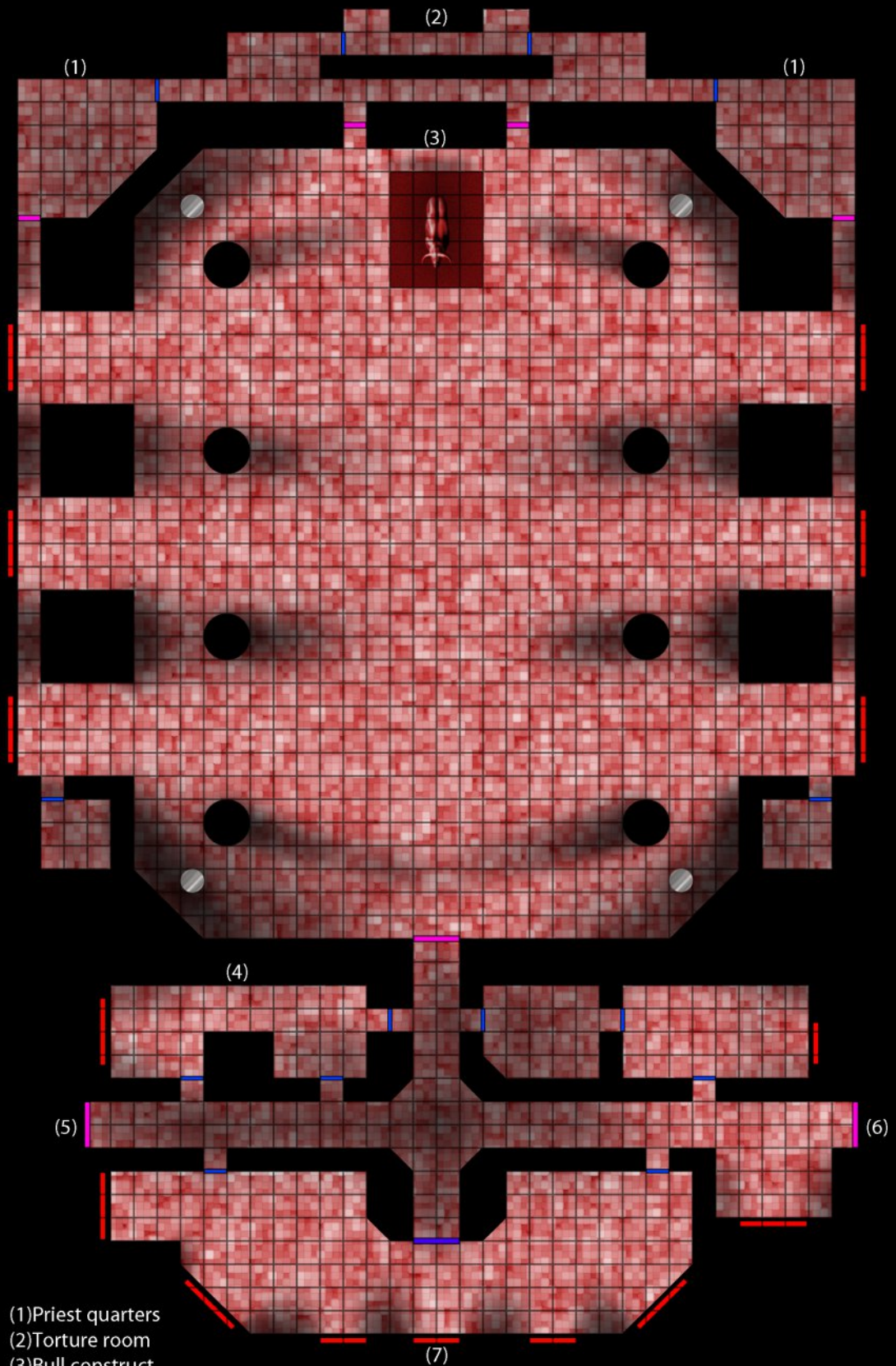
Magnetic Pull

The bull can move an additional 40 ft. by magnetically pulling itself towards one of several steel pillars in the building. It can do this at any point during its turn. Instead of moving it can also use this ability to pull a character wearing metal armor 40 ft. towards itself at any point during its turn (CMB is +18 for this purpose).

Outcome

While the player characters are retrieving the phone, their employer is acquiring help from Haziath in the form of scientists and advanced medical

Order of the Bull - temple



- (1) Priest quarters
- (2) Torture room
- (3) Bull construct
- (4) Archive
- (5) Back entrance
- (6) Front entrance
- (7) Lecture hall

- Doors
- Locked doors
- Windows
- Steel pillar

	Fanatic - Leader (level 7 cleric)	Fanatic - Assassin (level 6 rogue)
CR:	7	5
	XP reward: 3.200	XP reward: 1.600
Alignment:	lawful evil	lawful evil
Size and type:	Medium Humanoid	Medium Humanoid
	Initiative: -1	Initiative: +8
Senses:	Perception +3	Perception +11
Defense		
Armor Class:	18, touch 9, flat-footed 18 (-1 dex, +9 armor)	17, touch 14, flat-footed 13 (+4 dex, +3 armor)
Hit Points:	45 (7d8+14)	27 (6d6+6)
Saves:	Fort +8, Ref +2, Will +11	Fort +3, Ref +9, Will +1
Offense		
Speed:	15 ft.	30 ft.
Melee:	morningstar +7 (1d8+1)	rapier +9 (1d6+1 / 18-20)
Ranged:	-	shortbow +9 (1d6+1), incr 60 ft., or +7/+7 (1d6+1), incr 60 ft.
Special Attacks:	Bleeding Touch (melee touch, 6x/day, 1d6 dmg/round, 3 rounds or until DC 15 heal check or healing spell)	Sneak Attack (+3d6, Slow Reactions, Surprise Attack), Nanite-Laced Garotte
Spells Prepared:	CL 7th; Concentration +12; DC: 13 + spell lvl per day: lvl 0(6), lvl 1(5+1), lvl 2(4+1), lvl 3(4+1), lvl 4(1+1)	-
lvl 0:	bleed, detect magic, detect poison, light, read magic, stabilize	
lvl 1:	bless, cure light w. x2, divine favor, sanctuary; cause fear	
lvl 2:	hold person x2, summon m.II, sound burst; spiritual wpn.	
lvl 3:	blindness/deafness x2, cure serious wounds, summon monster III; animate dead	
lvl 4:	poison; divine power	
Statistics		
Abilities:	Str 12, Dex 9, Con 15, Int 11, Wis 16, Cha 12	Str 12, Dex 18, Con 12, Int 8, Wis 8, Cha 7
BaB:	+5	+4
CMB:	+6	+5
CMD:	15	19
Feats:	Channel Smite, Combat Casting, Iron Will, Leadership, Uncanny Concentration	Improved Initiative, Point Blank Shot, Rapid Shot, Weapon Finesse: Rapier
Skills:	Bluff +11, Knowledge (Religion) +13, Sense Motive +16	Acrobatics +16, Disable Device +16, Disguise +11, Escape Artist +16, Intimidate +10, Stealth +16, Knowledge (Religion) +8, Perception +11
languages:	Common	Common
SQ:	Battle Rage (touch, 6x/day, creature gains +3 dmg on melee damage rolls for 3 rounds) Channel Energy 4d6 (negative, Will save DC 14) Domains: War, Death, Spontaneous Casting: Inflict	Evasion, Trap Sense +1, Uncanny Dodge
Gear:	full plate +1, cloak of resistance +1, masterwork morningstar, 3x potion of cure serious wounds	armor type II (polymer, partial), noise dampers, comm system, masterwork composite shortbow (+1), 60 arrows, nanite-laced garotte, masterwork rapier
Ecology		
Environment:	Any	Urban
Organisation:	Escorted by zealots (2-4)	Solitary, Group (2-4)
Treasure:	jewelry worth 2d20x100 gold	none

equipment. Should the group be able to retrieve the cellphone their employer will be able to mass-produce a cure and gradually eliminate the disease. If the group fails, the scientists will need to start their research from scratch and many thousands more will die. One way or another the disease will be cured but the longer it takes the larger the affected area will be and the harder it will be to treat victims. The group will be treated and made immune to the disease. The two religious factions will continue to war, and neither side will allow the other side to receive the cure to the disease. The official stance of both sides' theocratic government is that the disease is divine retribution and only enemies will be affected. If their own followers are affected it means they are impure. The leadership hopes this story will hold long enough for them to make

their escape. Projections are that both sides will die out in the next several months.

If the mission was a success the group will also be given a basic satellite phone so they can be contacted later.

Mission - Spy Hunt Phase 2

Premise

In a previous mission the player characters recovered a cellphone containing data on a disease that was ravaging an area on Altair. Since then the disease has been identified as having been bio-engineered and the cellphone implicates two warring factions of religious fanatics as deliberate users. No one on Altair has the capability to genetically engineer diseases to this degree and it is assumed the weapon was supplied to them

by an outside party.

Plot Hook

The characters are called on their satellite phone and offered a new contract. If they accept they are sent out to a tropical island where their employer suspects the culprit is hiding. They are to find and either apprehend or kill the culprit. The reward for each character should be around 150 gold pieces per character level. (GM discretion) There should be a small bonus if the target is retrieved alive. (This will likely prove far too bothersome.)

Recent Events

With help from a druid, the target has fled through a teleport circle which leads to a tropical island on Altair. Their short-term plan is to hide on the island, outside the ruins. The target, a Kurion spy, saw no reason to inform the druid of the fusion device in his chest. The druid in turn saw no particular reason to inform the spy that this particular island is in the middle of an ocean. These two factors conspired to place the Kurion spy with his fusion device in a region where no such power signatures are expected. Unknown to them, the Admiralty has taken an interest in the matter. While they do not have the authority to intervene on the planet's surface, they are able to scan. After several days of scanning with every available ship they located a signature presumably belonging to a small fusion generator on a remote tropical island. Many other signatures have been found across the planet but this island was assumed to be abandoned. Certainly nobody lives there who might be able to afford an expensive fusion device. The Admiralty's scanners are not sophisticated enough to pinpoint the device's exact location.

The Mission

At the start of the mission, the player characters will be given the code to use a teleport network to the island node. The group's employer will assume the Kurion are responsible for the bio-weapon and the group will be given basic information on what the Kurion are as well as the spy's expected capabilities. The employer is not aware of the druid's intervention and the group will not be informed of it. The group is given a crude sensor that will help them locate the Kurion spy's power generator. The group must find the spy and apprehend or kill him. Killing or capturing the druid is optional but likely necessary. When the player characters are sent in, the Kurion spy and the druid are not expecting anyone to be aware of their location.

The Sensor

The sensor has two components connected through a cable: a backpack that weighs 20 lbs and a hand held detector that weighs 2 lbs and has a small monitor. The monitor displays an arrow in the direction of the nearest or most powerful generator and gives a rough estimate of distance. It does not work when the target

is closer than 200 ft. and it can not detect through thick rock. This means it will only detect the spy when he is outside the cave. (Exactly how much time the spy spends outside the cave is left to GM discretion. The sensor has enough power to operate continuously for five days. It does not have solar panels. Unless the group has a way to recharge the sensor themselves they will need to return to their employer for a recharge once the sensor's battery runs out.

The Teleport Circle

The group will travel to the island via teleport circle. This circle is one node in a network. Each node is a circle of stones with a pedestal in the center. The pedestal has a series of runes which must be pressed in correct order to activate the portal. Once the correct code has been entered everything inside the circle of stones is teleported to the target node. There are only a few known destinations and the network is used primarily for trade. Each node can be used to send once per hour. If the target node is occupied new arrivals will appear outside the circle. One such node lies near Thiaquinth, the capitol of Erianth, the default is for the characters to be sent through here. (The GM can place a node anywhere the plot demands, and many nodes are as of yet undiscovered.)

Arrival on the Island

The teleport node on the tropical island lies in a partially submerged city. This small city of squat stone buildings was until forty years ago inhabited by lizardfolk. Then, an army of undead and aquatic creatures invaded from the sea, captured the city and slaughtered the inhabitants. Most of this army has since moved on but enough forces remain to make the city ruins unsafe. Their numbers are replenished via unknown means. Why they invaded, why they are still there, and where the bulk of the army went is not known. The teleport node is located inside a partially collapsed building that was used for trade. The army remnants occupy this building and the player characters will need to fight their way out.

Plant Security System

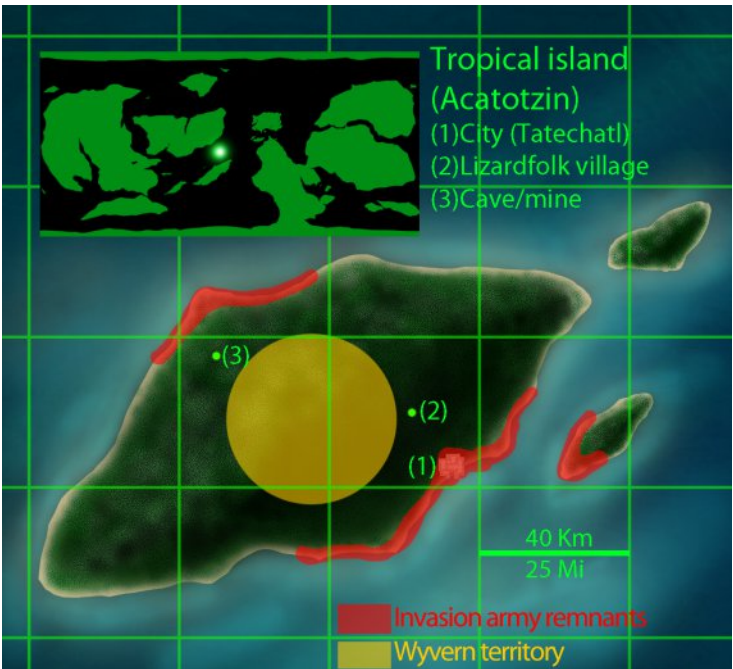
The trade building once had a security system in the form of a plant that would softly sing if its roots felt intruders. Now, that plant's roots have spread throughout the ruined building, and the plant has degenerated to the point where it will loudly shriek. It will start doing this as soon as the first character touches the floor, walls, or ceiling outside the teleport node room (It has become accustomed to the new occupants and will not be triggered by the enemy). The plant's core is located in the southwest corner of the map and will continue wailing until the characters leave the building or until it is destroyed. (The plant is not a combatant, it can easily be destroyed: AC 5, touch 5, 50hp, F/R/W: +3,-,-.) The shrieking will attract enemies, starting with a group in the southeast corner of the map.

Invasion Army Remnants

The aquatic creatures are tall, bipedal, gaunt creatures. Vaguely reptilian with a tail and snout, their scales only remain in patches, most have fallen off. They have large unfolding dorsal fins on their tail and short webbed 'wings' on their back which can be used to 'fly' underwater. The creatures can breathe underwater through gills and can survive long periods of time without food, though not without water. Spikes flung from their tail are their primary attack method though they can also spit acid at their enemy as a standard action. These creatures were magically created for this army specifically; once common lizardfolk, they were abducted and turned into misshapen, bloodthirsty monsters. They are accompanied by twisted lizardfolk skeletons, which are the victims who did not survive the transformation.

Army Commander

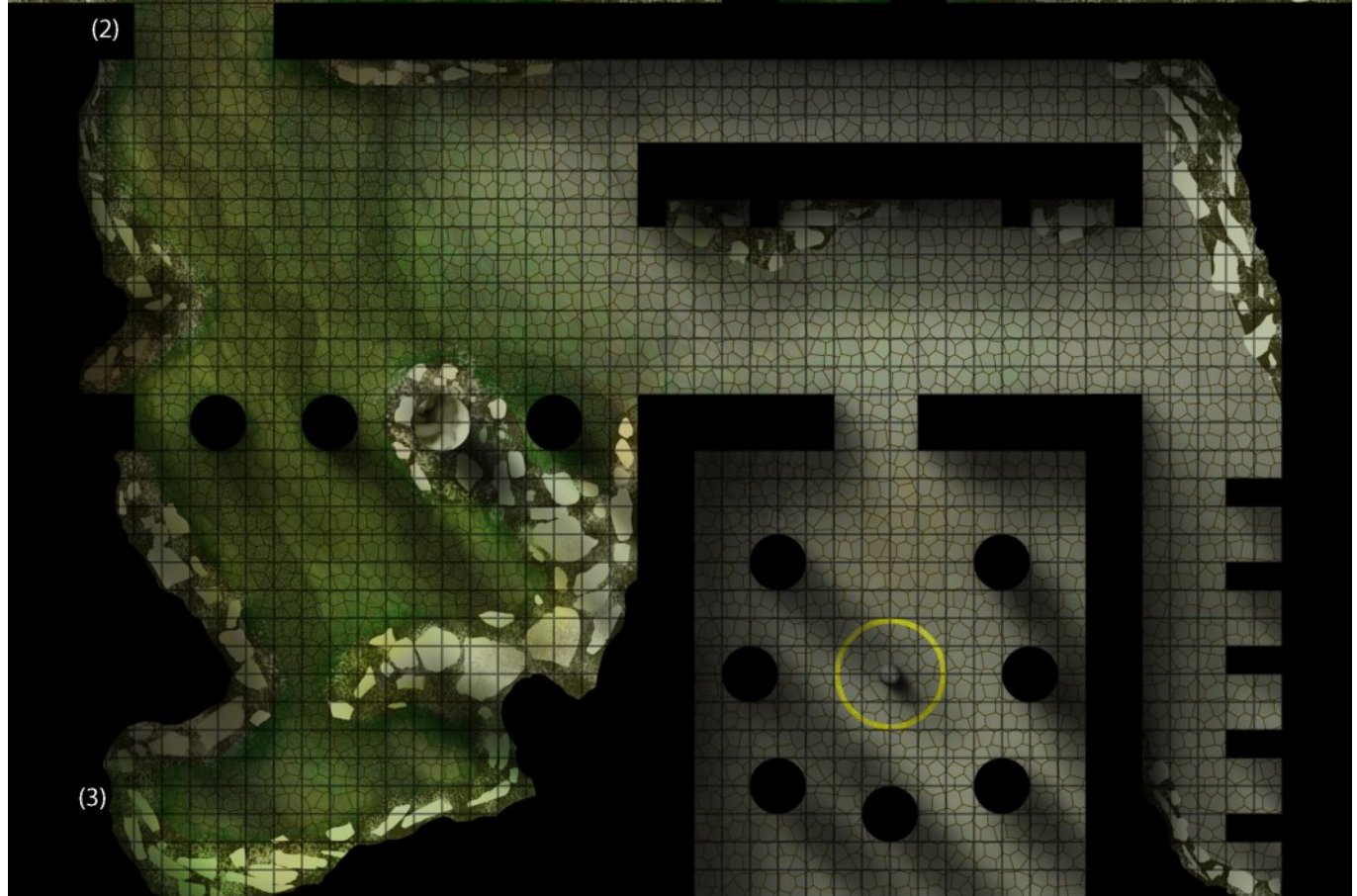
The army commander, if he can be called that, at first glance appears to be just another one of the mutated lizardfolk. However, when he moves, others around him move along, not in an organised march, but as a herd, instinctively wanting to move where their 'leader' goes. The 'commander' in turn is controlled by an unknown force by way of desire. Rather than being issued orders, he is made to want to move to certain areas and perform certain acts. He is in the building contemplating on the recent intrusion. He has no desire to follow the previous group (his superiors want him to stay in the city), but is curious about their leader, and knows about their nature, though he does not



know why (the knowledge was granted to him by his superiors). Depending on how willing to talk the player characters are he will offer them this: Promise to retrieve the living brain of the spy, and the group will be allowed passage both ways through the city. If the group refuses, the army will attack. (Though in a disorganised manner.) If the commander is killed, its consciousness will transfer to another, random mutated lizardfolk. There is always one sentient individual in the army.

The commander is a sentient being who will commit evil acts, but his free will has been undermined to such

Aquatic Creature		Twisted Lizardfolk Skeleton	
CR:	5	XP reward: 1.600	5
Alignment:	neutral		neutral
Size and type:	Large Aberration	Initiative: +4	Large Undead
Senses:	Low-Light Vision; Perception +5		Lifesense 60 ft.; Perception +0
Defense			
Armor Class:	19, touch 13, flat-footed 15 (+4 Dex, +6 natural, -1 size)		14, touch 9, flat-footed 14 (+5 natural, -1 size)
Hit Points:	27 (6d8)		39 (6d12)
Saves:	Fort +2, Ref +9, Will +2		Fort +2, Ref +2, Will +5
	-		DR 5/bludgeoning; Immune to Cold; Undead Traits
Offense			
Speed:	30 ft. Swim 50 ft.		30 ft.
Melee:	3 spikes +9 (1d6+5), incr 60 ft.		
Ranged:	2 claws +9 (1d4+2)		2 claws +12 (2d6+8)
Space:	5 ft.		5 ft.
Reach:	10 ft.		10 ft.
Special Attacks:	acid spit +8 ranged touch (4d6 acid), incr 60 ft.		-
Statistics			
Abilities:	Str 20, Dex 18, Con 10, Int 2, Wis 10, Cha 2	BaB: +5	Str 26, Dex 11, Con -, Int -, Wis 10, Cha 1
			BaB: +5
CMB:	+11		+14
CMD:	25		24
Feats:	Weapon Focus: Spike, Dodge, Mobility		Improved Initiative
Skills:	Perception +5, Swim +20, Racial +8 on Swim		-
SQ:	Underwater Breathing		-
Ecology			
Environment:	Ruined city, coastal areas		Ruined city, coastal areas
Organisation:	Group (2-4), accompanied by Twisted Lizardfolk skeletons		Group (2-4), accompanied by Aquatic Creatures
Treasure:	none		none



Tropical island - ruined city - teleport node / trade building

- (1) Lizardfolk warrior statue
- (2) Teleport node building entrance
- (3) Plant nest
- (4) Teleport node room with teleport circle & pedestal

 Slippery surface (-10 ft./round movement speed. Minimum 10 ft./round)

an extent - his superiors control him by altering his mind and desires - that he can hardly be considered evil any more than a sock puppet can. Currently, his superiors have granted him with a reasonably keen mind, and he will not take kindly to the player characters agreeing to the deal with no intention of upholding their end of the bargain. (Sense motive +12) He can be given class levels by his superiors, but they prefer not doing so as there is a cost involved with that. Only if there is a clear gain, for example if the player characters are returning to the city with the spy's brain, will the unknown controllers risk expending such energy. (Should the commander be killed, granting class levels to the new commander will take a day.)

The enemy is disorganised; the skeletons will approach the characters and attempt to engage in

melee while the aquatic creatures fling spikes and acid from a distance. All enemies will fight to the death. If a battle ensues, creatures in the area will be drawn to the noise. If the group finishes the battle and exits the map (the sensor points north west) before 1 minute (10 rounds) have passed they will not have to fight the enemy reinforcements.

The Road

The road leading out of the city has not been maintained since the city fell and travelling across it is only marginally more convenient than trekking through the jungle. However, it leads directly towards the cave/mine.

The Lizardfolk Tribe

	Lizardfolk Tribe Leader (lvl 6 sorcerer - Arcane Bloodline)	Lizardfolk Warrior (level 4 fighter)
CR:	6	4
XP reward:	2.400	1.200
Alignment:	lawful neutral	lawful neutral
Size and type:	Medium Humanoid (Reptilian)	Medium Humanoid (Reptilian)
Initiative:	+2	+0
Senses:	Low-Light Vision; Perception +1	Low-Light Vision; Perception +6
Defense		
Armor Class:	21, touch 12, flatfooted 19 (+2 dex, +5 natural, +4 mage arm.)	18, touch 10, flatfooted 18 (+5 natural, +3 armor)
Hit Points:	38 (2d8+6d6+8)	37 (2d8+4d10+6)
Saves:	Fort +3, Ref +7, Will +6	Fort +5, Ref +4, Will +1, Bravery (+1 vs fear)
Offense		
Speed:	30 ft., Swim 15 ft.	30 ft., Swim 15 ft.
Melee:	2 claws +5 (1d4+1), and bite +0 (1d4)	greataxe +9 melee, 1d12+5 slashing, (20/x3), or 2 claws +7 (1d4+2), and bite +2 (1d4)
Ranged:	laser rifle +8 (2d8 fire / x3), incr 100 ft.	longbow +5 (1d8+2 / x3), incr 110 ft.
Spells Known:	CL 6th; Concentration +10; DC: 14 + spell lvl per day: lvl 1(7), lvl 2(6), lvl 3(4)	-
lvl 0:	<i>detect magic, detect poison, disrupt undead, message, prestidigitation, ray of frost, read magic</i>	
lvl 1:	<i>charm the machine, expeditious retreat, identify, mage armor, sleep</i>	
lvl 2:	<i>Invisibility, protection from arrows, web</i>	
lvl 3:	<i>haste</i>	
Statistics		
Abilities:	Str 13, Dex 14, Con 13, Int 15, Wis 12, Cha 18	Str 15, Dex 10, Con 13, Int 10, Wis 11, Cha 9
BaB:	+4	+6
CMB:	+5	+8
CMD:	17	18
Feats:	Eschew Materials, Combat Casting, Leadership, Personal Firearms Proficiency	Blind-Fight, Cleave, Power Attack, Run, Weapon Focus: Greataxe, Weapon Specialization: Greataxe
Skills:	Acrobatics +15, Knowledge (Arcana) +16, Spellcraft +16, Swim +9, Use Magic Device +16 Racial +4 on Acrobatics, +8 on Swim	Acrobatics +4, Craft: Structural +4, Perception +6, Repair +4, Swim +10 Racial +4 on Acrobatics, +8 on Swim
languages:	Aquan, Common, Draconic	Draconic
SQ:	Arcane Bond, Bloodline Arcana, Hold Breath, Metamagic Adept	Armor Training, Hold Breath
Gear:	laser rifle with holographic sight, 3 capacitors, gloves of dexterity +2	studded leather armor, masterwork greataxe, masterwork composite (+2 str) longbow
Ecology		
Environment:	Island interior, lizardfolk village	Island interior, lizardfolk village
Organisation:	Escorted by 2-4 lizardfolk warriors	Solitary, group (2-4)
Treasure:	2d20x50 gold	none

A tribe of lizardfolk lives on the island. They were the original inhabitants of the city before it was overrun and wish to recapture it. They constantly probe the edges of the city, attempting to gradually reduce the enemy numbers. However they are relatively few in number and do not have the military might needed.

If the player characters fight their way out of the city the lizardfolk scouts near the city will hear the battle and inform their tribe leader. The tribe leader and several of his warriors will approach the player characters once they are roughly a mile from the city. They will approach them on the road coming from the opposite direction and will thank the characters for eliminating so many of their enemies, then offer to hire them. (They have only a small amount of gold available, GM discretion.) They will however initially be slightly wary as there is no guarantee the enemy of their enemy will be their friend, so they will be armed. Whether or not the group accepts the work, they will be allowed a safe place to sleep in the tribe's village. If they accept they can be hired on a per-head basis. The lizardfolk tribe can offer the characters a small fee per enemy

they kill. (The amount paid as well as the total number of enemies is left to GM discretion but the mission should under no circumstance be allowed to become a grind.) If the group ends up clearing the city entirely the lizardfolk tribe will move back into it and sculpt a statue (of questionable accuracy and quality) of the player characters.

The lizardfolk are aware that there is another group of strangers on the island but they proved hostile and to prevent casualties, the tribe leader ordered his people to leave the newcomers alone.

If the player characters attack the lizardfolk the guards will defend their leader to the death but the leader will attempt to withdraw with his guards alive if possible. They will only surrender if that should somehow save the village. The lizardfolk will from that point on defend themselves violently but not seek out confrontations with the player characters.

(optional) Should the player characters for whatever reason end up spending several days in the island jungle, they will have random run-ins with giant vermin.

Carmine (Cyber-Host Body - Wyvern / lvl 3 human cleric brain)	
CR:	8
XP reward:	4.800
Alignment:	neutral evil
Size and type:	Large Humanoid
Initiative:	+5
Senses:	Darkvision 60 ft., low-light vision, scent; Perception +12
Defense	
Armor Class:	19, touch 10, flat-footed 18 (+1 Dex, +9 natural, -1 size)
Hit Points:	99 (7d12+3d8+40)
Saves:	Fort +12, Ref +7, Will +12
	Immunity to Sleep, Paralysis
Offense	
Speed:	20 ft., fly 60 ft. (poor)
Melee:	Sting +12 melee (1d6+4 plus poison), and bite +12 melee (2d6+4 plus grab), and wings +7/+7 (1d6+2)
Space:	10 ft.
Reach:	5 ft.
Special Attacks:	rake (2 talons +12, 1d6+4); Wooden Fist (free action) +1 damage on melee attacks, 5 rounds/day CL 3d; Concentration +5; DC: 12 + spell lvl per day: lvl 0(4), lvl 1(3+1), lvl 2(2+1), Spells Prepared: lvl 0: <i>Create Water, Detect Magic, Detect Poison</i> ; lvl 1: <i>Purify Food and Drink</i> ; lvl 2: <i>Cure Light Wounds</i> x2, <i>Sanctuary</i> ; <i>Entangle</i> ; lvl 3: <i>Delay Poison, Hold Person</i> ; <i>Silent Entangle</i>
Statistics	
Abilities:	Str 19, Dex 12, Con 18, Int 11, Wis 15, Cha 12
BaB:	+9
CMB:	+14 (+18 grapple)
CMD:	25
Feats:	Improved Initiative, Silent Spell
Skills:	Knowledge: Religion +9, Perception +12, Spellcraft +9, Racial +4 on Perception
languages:	Common
SQ:	Channel Energy (2d6 negative, Will DC 13 half) Domains: Plants, Protection, Spontaneous Casting (Inflict)
Ecology	
Environment:	Above Jungle, City Ruins, Ruined Laboratory
Organisation:	Solitary, or with Centipedes (when at the laboratory)
Treasure:	laboratory contract, jewelry worth 2d20x50 gold
Poison (Ex):	Sting-injury; save DC 17; frequency 1/round for 6 rounds; 1d4 Con damage; cure 2 consecutive saves.
Resistant Touch (standard action):	ally touched gains +1 resistance to saves, Carmine suffers -1 resistance to saves, duration 1 minute, 5x/day

Laboratory Problem (optional)

A kobold tinkerer had a laboratory on the island. They used reverse-engineered Kurion cybernetic technology to experiment on giant vermin and other creatures; They have implanted brains from semi-willing evil humanoids into giant centipede and wyvern bodies. Most of the experiments went poorly but some of the test subjects survived and became accustomed to their new bodies. Eventually they destroyed the

Cyber-Host Body Gargantuan Centipede / lvl 1 human barbarian brain	
CR:	7
XP reward:	3.200
Alignment:	chaotic evil
Size and type:	Gargantuan Humanoid (Cyborg)
Initiative:	+4
Senses:	Darkvision 60 ft.; Perception +4
Defense	
Armor Class:	17, touch 6, flat-footed 17 (+11 natural, -4 size)
Hit Points:	94 (7d8+1d12+56)
Saves:	Fort +14, Ref +4, Will +2
Offense	
Speed:	50 ft.; climb 40 ft.
Melee:	bite +14 (3d6+18 plus poison)
Space:	20 ft.
Reach:	15 ft.
Statistics	
Abilities:	Str 34, Dex 11, Con 24, Int 8, Wis 10, Cha 7
BaB:	+6
CMB:	+22
CMD:	32 (can never be tripped)
Feats:	Improved Initiative, Iron Will
Skills:	Climb +20, Perception +4, Stealth -4, Survival +4 Racial +4 on Perception, +8 on Stealth
languages:	Common (can't speak)
SQ:	Fast Movement, Rage 11 rounds/day
Ecology	
Environment:	Jungle, City Ruins, Ruined Laboratory
Organisation:	Solitary, Group (when at the laboratory)
Treasure:	jewelry worth 2d20x50 gold
Poison (Ex):	Bite-injury; save Fort DC 22; frequency 1/round for 6 rounds; 1d3 Dex damage; cure 1 save.

laboratory and made it their lair. Now, they are dying a slow death as their bodies and cybernetics are no longer receiving proper maintenance. They will however remain a threat for several more weeks or months. The escaped test subjects are intelligent and hungry; they will attempt to eat the player characters, or at least kill them and take their belongings. The GM could have the player characters encounter the test subjects on their primary mission, or could have the lizardfolk tribe request that they attack the lab and kill the test subjects. Either way, if the GM places the laboratory on the island, the escaped test subjects will continue to harass the player characters until they are dealt with. The former laboratory can be placed anywhere on the island or one of the two smaller islands. In the latter case only the wyvern would be harassing the lizardfolk village. The longer the test subjects go without maintenance, the further their Constitution scores will decrease, until they die. The GM could lower the test subjects' Constitution scores this way to adjust the challenge of the encounters.

Barbarian Centipedes

The centipedes are former human barbarians from the Ocean of Sand and Murder. They were tricked into signing up, intended to be sold back to their warlords as insectoid warriors. They will attempt to sneak up on player characters, using their speed to close the distance quickly. They have no battle plan beyond that.

Carmine

Carmine was an evil human cleric dying of cancer. He signed up to the experiment, hoping to be transplanted into a new human body. He was initially not happy with being stuck in the body of a wyvern, though eventually came to accept it. Since escaping and destroying the laboratory, his health has been slowly failing though he is not aware that this is due to lack of maintenance. He likes to start combat with a silenced *Entangle* spell, then going after spellcasters or ranged attackers, while the melee-oriented characters are unable to help. If he can not win a fight outright or believes someone may be useful he can use his wyvern sting to poison a target, then blackmail the victim by offering to cast *Delay Poison* if they do as he says. (He is unlikely to be true to his word, and will likely attempt another attack later.) As a last resort he can cast *Sanctuary* while escaping from an unwinnable fight.

Cave/Mine

The sensor eventually leads the group to a partially collapsed cave network, a remnant of a mine on the north west side of the island. Diamonds were once mined here, which were responsible for most of the city's wealth. The mine is exhausted now and therefore there is no real economic reason for anyone to recapture or rebuild the city. There are two entrances into the mine: The main entrance on the ground, and a watch tower hewn from the rock sixty feet up. This watch

tower was used to alert miners to potential raiders and give them time to prepare while firing arrows at the raiders as they attempted to enter. The windows in the 'tower' are large enough for a medium-size character to enter through. There are two steel doors in the tunnel that connects it to the main cavern. These doors can be barred from the other side. When retreating, the sentry in the tower will lock the first door behind him and then ask for someone in the main cavern to open the second door - this requires a password. If the player characters manage to stop the sentry from closing the first door, they effectively halve the amount of time needed to make their way through the doors. The characters could attempt to interrogate the sentry, mind-read him, or through some other means attempt to obtain the password. If they are able to mimic the sentry's voice they may be able to completely bypass the traps in the cave and surprise the Kurion spy and his minions in the main cavern. The doors are very thick, they have 100 hit points and hardness 10. Should the player characters attempt to break the doors down, the spy and entourage will make their way out through the other side and attempt to escape into the jungle.

The druid frequently patrols the area in the form of a tropical bird while the watchtower is manned by one or two mercenaries at all times. If the characters are spotted or heard on the approach the enemy will quietly retreat into the cave and prepare for an attack.

(Optional) The druid has left giant vermin in the cave, not far from the initial entrance. They will attack the group when they approach.

(Optional) A group of mercenaries did not get the order to retreat, or were ordered to delay the player characters. They will attempt to ambush the characters from multiple angles, preferably right after the latter set off a trap.

Traps

Swinging spike trap: In two locations the mercenaries have set up traps that cause a spring-powered board with spikes to swing around a corner. They are triggered by pusher plates buried in the dirt (Perception DC 24 to detect, Disable Device DC 27 to disarm without triggering, 2d6 piercing, reflex DC 17 half.)

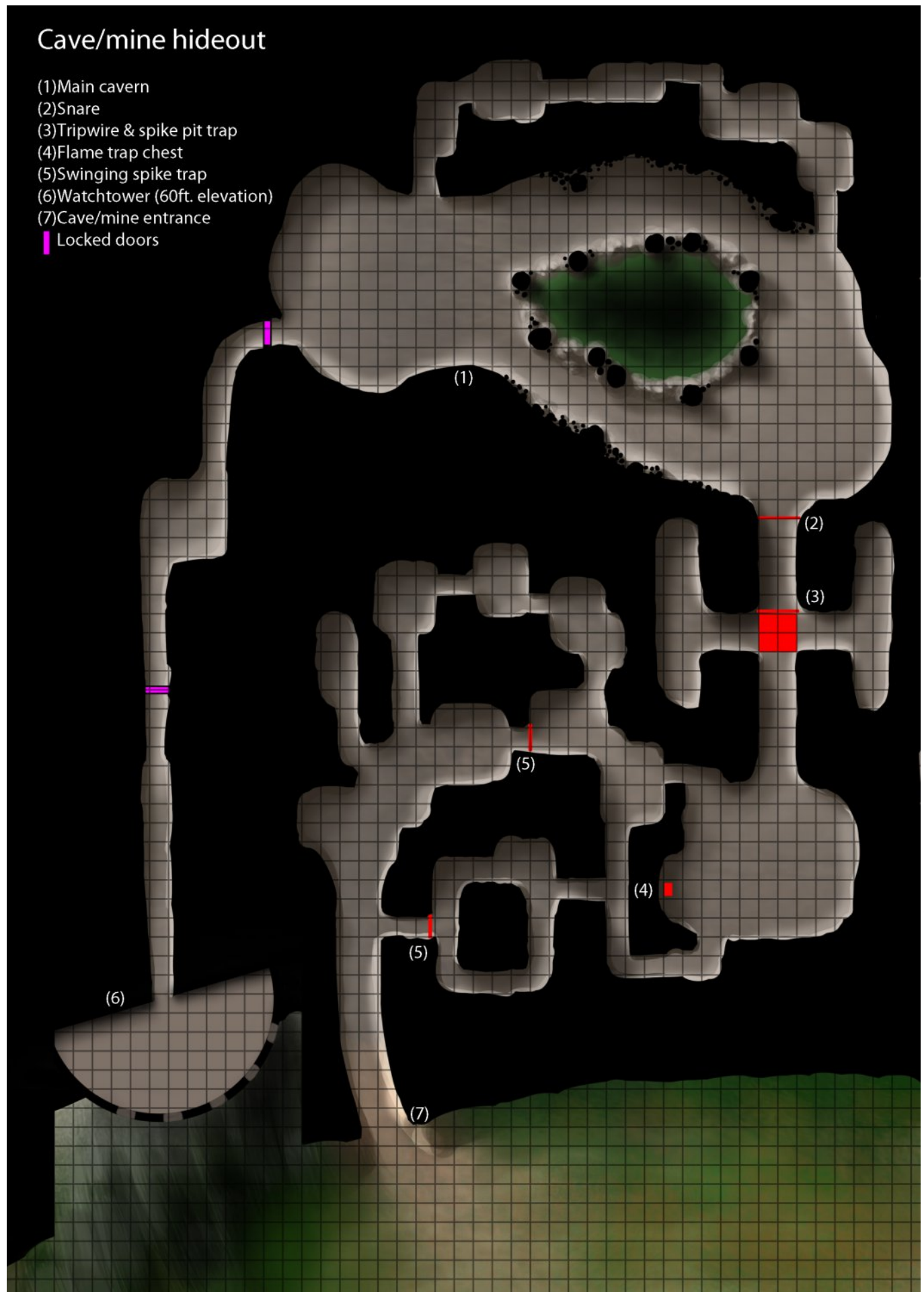
Flame trap chest: There is a seemingly random chest in one of the rooms. The chest is empty, the druid cast flame trap on it earlier - it serves only to drain the player characters' resources and perhaps cause anger (and foolish behavior that may follow).

Tripwire: There is a tripwire (Perception DC 25) in the tunnel leading to the main cavern connected to a spiked pit trap. (2d6 piercing, reflex DC 18 half) It is intended for use against groups. The character who trips the wire will not be affected; the ones behind them will.

(optional) The druid can cast *Sleet Storm* when the characters are in the corridor, hoping they will fall into the trap while blinded by the spell. The characters will be able to hear the spell and if they succeed on the Spellcraft check (DC 18) they will be able to identify it. The GM should in that case mention that the spell has

Cave/mine hideout

- (1) Main cavern
- (2) Snare
- (3) Tripwire & spike pit trap
- (4) Flame trap chest
- (5) Swinging spike trap
- (6) Watchtower (60ft. elevation)
- (7) Cave/mine entrance
- Locked doors



Kurion Spy (Chaxdar of Kurion)		Mercenary (level 4 fighter)	
CR:	9	XP reward: 6.400	4
Alignment:	chaotic evil		neutral evil
Size and type:	Medium Humanoid (Cyborg)	Initiative: +6	Medium Humanoid
Senses:	Blindsight 200 ft.; True Seeing 200 ft.; Perception +6		Initiative: +2
		Perception -1	
Defense			
Armor Class:	18, touch 12, flat-footed 16 (+2 dex, +6 natural)		17, touch 12, flat-footed 15 (+2 dex, +5 armor)
Hit Points:	88 (16d8+16), Regeneration 5, + shield: 40 hit points		26 (4d10+4)
Saves:	Fort +13, Ref +13, Will +6		Fort +5, Ref +3, Will +0
	DR 5/- (body only)		-
Offense			
Speed:	30 ft.		30 ft.
Melee:	slam +20 (1d6+4)		bayonet +7 (1d6+3), or scimitar +7 (1d6+2 / 18-20)
Ranged:	longbow +20/+20/+15 (1d8+6 /x3 plus poison)		assault rifle +8 (2d8+2), incr 100 ft., or +6/+6 (2d8+2)
Special Attacks:	Sleeping gas		assault rifle +8 (autofire), 10x10 ft.9 (2d8+2), incr 30 ft.
Statistics			
Abilities:	Str 19, Dex 16, Con 12, Int 14, Wis 12, Cha 15 BaB: +16		Str 15, Dex 15, Con 12, Int 9, Wis 9, Cha 8 BaB: +4
CMB:	+20		+6
CMD:	33		18
Feats:	Improved Initiative, Martial Weapon Proficiency: Longbow Point Blank Shot, Rapid Shot, Weapon Focus: Longbow Precise Shot, Far Shot		Weapon Focus & Weapon Specialization: Assault Rifle Point Blank Shot, Quick Draw, Rapid Shot, Rapid Reload
Skills:	Bluff +24, Computer Use +21, Disguise +34, Knowledge (Nobility) +24, Perception +6, Sense Motive +23		Intimidate +9, Climb +8, Swim +5
languages:	Common, Draconic, Elven		Common
SQ:	Disguise, Heavily augmented, Sensor system, Shield generator		Armor Training
Gear:	magic (+2) composite (+4 str) longbow, 29 poisoned arrows		assault rifle with laser pointer and bayonet, 5 magazines, breastplate, large steel shield, scimitar
Ecology			
Environment:	Any		Any
Organisation:	Escorted by sacrificial minions at all times		Group (2-5)
Treasure:	97 gold pieces, 132 platinum pieces, microfusion generator		none

a limited duration, measured in rounds. (The only way to realistically avoid the trap is to simply not advance until the spell has ended.)

(optional) There can be mercenaries or giant vermin in the two rooms to the side of the spike trap, who attack when the trap is triggered.

Snare: The druid previously cast a *Snare* spell by the entrance of the main cavern

Main Cavern

When the lizardfolk were actively mining the mountain, they encountered a natural drip cavern containing stalagmites and stalactites. It was decided to leave this formation intact and mine around it. This area is labeled as the main cavern and is where the Kurion and entourage will make their stand.

The Fight

If it appears a fight is inevitable the druid will attempt to eliminate the enemy spellcasters first, using his other spells to keep them and the other enemies occupied. He will use his spike stones spell to cut player characters off from each other and force them into unfavorable engagements, or if possible, straight up killing them. The druid's animal companion is a tiger which has been trained to be especially vicious towards humans. It will first attempt to kill any human player characters in the group before moving on to the others.

The spy's plan is to fire poison arrows and let his entourage do the melee fighting. He has every intention to be the last one standing and will sacrifice or abandon his entourage without a second thought. However, he relies on them heavily and can not expect reinforcements so he would prefer to keep them alive until they can be replaced.

Neither the druid nor the Kurion spy intend to fight to the death but neither will surrender under any circumstance. There will be no exposition or dialogue, they will attempt to kill the player characters with extreme prejudice.

Escape

If the group does not immediately press the attack or takes too long finding the cave (or takes too long disabling traps, GM discretion), the Kurion spy and entourage will attempt to escape. They have ropes that will allow them to descend from the watch tower. The Kurion spy is not aware that his fusion reactor is how the group is tracking him. He and his entourage will attempt to return to the teleport node. They will avoid the road and rely on the druid to hide in the jungle.

The Kurion Spy

The one who supplied the disease to the warring factions was a Kurion spy. He changes name as often as appearance but his real name is Chaxdar of Kurion.

Druid 'Assistant' (level 8 druid)	
CR:	8
XP reward:	4.800
Alignment:	neutral evil
Size and type:	Medium Humanoid
Initiative:	+2
Senses:	Perception +18
Defense	
Armor Class:	12, touch 12, flatfooted 10 (+2 dex)
Hit Points:	8d8+8 (44hp)
Saves:	Fort +7, Ref +4, Will +9
Offense	
Speed:	30 ft.
Melee:	quarterstaff +6/+1 (1d6)
Ranged:	sling +8/+3 (1d4), incr 50 ft.
Spells Prepared:	CL 8th; Concentration +12; DC: 14 + spell lvl per day: lvl 0(4), lvl 1(5), lvl 2(4), lvl 3(4), lvl 4(3)
lvl 0:	<i>create water, detect magic, detect poison, purify food & drink</i>
lvl 1:	<i>cure light wounds, entangle x2, pass without trace, obscuring mist</i>
lvl 2:	<i>barkskin, cure moderate wounds, fire trap, summon swarm</i>
lvl 3:	<i>contagion, greater magic fang, sleet storm, snare</i>
lvl 4:	<i>flame strike, giant vermin, spike stones</i>
Statistics	
Abilities:	Str 11, Dex 15, Con 12, Int 11, Wis 19, Cha 8
BaB:	+6
CMB:	+6
CMD:	18
Feats:	Augment Summoning, Combat Casting, Natural Spell, Spell Focus: Conjuraton
Skills:	Handle Animal +13, Heal +18, Knowledge (Nature) +14, Perception +18, Survival +18
languages:	Common
SQ:	Nature Bond: Animal Companion, Nature Sense, Resist Nature's Lure, Trackless Step, Wild Empathy, Woodland Stride, Wild Shape 3x/day (large)
Ecology	
Environment:	Any wilderness
Organisation:	Solitary
Treasure:	none

The Kurion plan was to have the religious factions release the disease in multiple locations at once. The religious factions are not expected to allow the other side to receive treatment should a cure be produced. Therefore, even if the plot is discovered, the entire region will remain diseased until all humans and humanoids are dead. More deadly bio-weapons are available but the Kurion do not want to make the planet uninhabitable; they merely wish to clear out what they consider to be an infestation of the unworthy. Ideally they would harvest the populace as slaves but until that becomes an option they will attempt to cause as much damage as possible. There are plans to release bio-weapons across the world but the Kurion only have a small number of spies on the planet so must work through proxies.

The Kurion spies were smuggled to the planet on neutral trading ships. They have no ships in the sector and can not call upon outside reinforcements, therefore their orders are to cause as many casualties as possible while avoiding confrontations.

Poisoned Arrows

Type poison (injury); **Save** Fortitude DC 16
Frequency 1/round for 3 rounds

Tiger (source: PRD)	
CR:	4
XP reward:	1.200
Alignment:	neutral
Size and type:	Large Animal
Initiative:	+6
Senses:	Low-Light Vision, Scent; Perception +8
Defense	
Armor Class:	14, touch 11, flat-footed 12 (+2 Dex, +3 natural, -1 size)
Hit Points:	45 (6d8+18)
Saves:	Fort +8, Ref +7, Will +3
Offense	
Speed:	40 ft.
Melee:	2 claws +10 (1d8+6 plus grab), bite +9 (2d6+6 plus grab)
Space:	10 ft.
Reach:	5 ft.
Special Attacks:	Pounce, Rake (2 claws +10, 1d8+6)
Statistics	
Abilities:	Str 23, Dex 15, Con 17, Int 2, Wis 12, Cha 6
BaB:	+4
CMB:	+11 (+15 Grapple)
CMD:	23 (27 vs trip)
Feats:	Improved Initiative, Skill Focus: Perception, Weapon Focus: Claw
Skills:	Acrobatics +10, Perception +8, Stealth +7 (+11 in areas of tall grass), Swim +11; Racial Modifiers +4 Acrobatics, +4 Stealth (+8 in tall grass)
Ecology	
Environment:	Any forests
Organisation:	Solitary or pair
Treasure:	none

Effect 1d2 Dex damage, -5ft speed; **Cure** 1 save
After the last hit, Dexterity and movement speed recover at a rate of 1 point and 5 ft. per 10 minutes, respectively.

Sleeping Gas

Type poison (inhalation); **Save** Fortitude DC 17
Frequency 1/round for 4 rounds

Effect sleep; **Cure** 1 save

Fills area with 10 ft. radius. Effects wear off after 10 minutes. The body contains enough gas for 3 discharges.

Cybernetic Body

The spy is a cyborg only in the sense that most of the brain remains organic, the body is entirely artificial. Said body is equipped with a sensor system that grants a +5 equipment bonus to Perception checks. It is also equipped with a sleep gas release mechanism: Any living creatures in a 10 ft. radius must succeed on a DC 17 fortitude save or fall asleep. There is enough gas for 3 discharges. The body is also equipped with a shield generator that absorbs the first 40 points of damage. Like the standard Kurion spy, this spy can alter their appearance at will, though is limited to human shapes. This is not a magical or supernatural effect and spells such as *True Sight* do not reveal a different shape.

The cybernetic body is enchanted by way of demonic possession. It regenerates 5 hit points per round and provides continuous *True Sight* and blindsight with a range of 200 ft. These magical functions are disabled when inside a magic circle against evil or chaos. The cybernetic body carries an evil aura comparable to a 10 HD evil outsider.

Microfusion Generator

This reactor generates enough power for a 6 HD hovertank or fighter. The degree of miniaturization required for this device could not be achieved with technology; magic was used to create the conditions enabling fusion. Unlike normal fusion reactors this device does not employ cold fusion and its small size leaves little room for radiation shielding; organic beings other than the spy will suffer ill effects after prolonged exposure. Exactly how much damage it causes is left to GM discretion but living characters can not use the device without additional shielding.

Mercenaries

A small group of mercenaries accompanies the Kurion spy. They are not aware of the nature of their employer or what he has done, nor do they care. The mercenaries themselves are wanted for a litany of severe crimes in several kingdoms, including Erianth. A DC 20 Knowledge: Local check allows a character to recognize the mercenaries' faces from wanted posters. If the player characters retrieve the heads they can expect a 50 gold piece reward per head when they turn them in.

Druid Assistant

The spy is being helped by a neutral evil human druid. This druid is a member of a small cult that considers all human and humanoid life an infestation and fundamentally harmful to nature. Their hate is such that they discard their name and identity upon joining the cult. They seek to exterminate all human and humanoid life from Altair (and in principle the universe), though they understand that is unlikely to happen. The Kurion scheme to release bio-weapons across Altair in order to exterminate the population is the only reason they are helping them.

The druid is fully aware of exactly who and what the Kurion are and is prepared to deal with treachery. The cult intends to plant magical diseases in the Kurion spy's cybernetic body. Once the spy returns to one of the Kurion homeworlds, the disease should eradicate the Kurion and their slaves. The spy meanwhile is planning to have the druid implanted with a torture device and make him a slave.

Outcome

If the group is successful in killing the spy they will still need to make their way off the island with the remains. The GM can (optionally) force the player characters to fight their way through the city ruins again. They will receive payment once the remains have been returned and identified. If the player characters are willing to wait a day the information extracted from the remains (via spells) will be shared with them.

Mission - Stranded on Tajano

Premise

The player characters are stranded on Tajano, an Earth-like planet controlled by the evil Kurion empire. The specific continent the mission takes place on is a desert wasteland ravaged by war and rife with danger. The characters must survive the elements, Kurion, marauders and Living Machines and obtain a starship in order to escape the planet.

Once the player characters have a ship the campaign can either move to other planets or star systems, or the group can remain on or near Tajano and contribute to the rebellion. The entire star system is under Kurion control, and any ship taking off from Tajano will be attacked so attempting to flee the star system will require the player ship to sneak or fight their way past the Kurion defenders.

Potential Plot Hooks

- The player characters are survivors of a ship that crash-landed on the planet. For characters with a military background, it could be a covert scout ship. For civilian characters it could be a science or cruise ship that made a mis-jump and ended up in the orbit of Tajano, where they were shot down by the Kurion and then crashed into the planet.
- An enemy of the player characters arranges for the characters to be teleported to Tajano against their will. Either to be rid of them without a fight, or to deliver them to the Kurion, with whom they have made an alliance. The teleport delivers the characters either to the middle of a desert or a Kurion ambush. In a slightly more random game, the player characters can end up on the planet after a teleport or portal mishap.
- A darker beginning could involve the player characters being captured on a different world and deported to Tajano to be processed into cyborgs by the Kurion. Before they reach the processing center, the transport ship is attacked by rebels, Living Machines, a rival Kurion faction, pirates, or it could suffer a mechanical failure. One way or another, the ship crash-lands in the desert. The characters must escape before the Kurion investigate, and then survive in the wastelands.
- An evil faction on the player characters' world has made an alliance with the Kurion. Horrible machine men join the ranks of the evil armies, and the player characters are sent to the Kurion world. There they must learn about the enemy and find ways and weapons to fight them. If the player characters are from a world with magic and no technology, they could be teleported. If they are from a world with advanced technology, they can be sent there via ship. If sent from a contemporary world, they could be sent on a primitive ship reverse-engineered from salvaged Kurion technology. Such a primitive ship would likely be shot down, forcing the group to acquire a new ship for the return trip.

Considerations

If the player characters are from a world where magic exists but technology is at a primitive level, a significant part of the campaign will initially be figuring out what all the technology is and does. The group should at the start not be given items or equipment that could easily kill the entire party if misused.

For low-level characters the focus will be on survival, since Kurion society is beyond brutal and the wastelands are infested with predatory Living Machines. For mid-level characters the focus will be on gathering resources, including a ship. Higher level characters will find that most of the technology is useless to them as spells and magic weapons easily deal more damage than conventional firearms. A ship however would still open new doors to them. If the characters are to survive frequent combat, they will need access to (magical) healing. If characters are to return a ship to operational status they will need good repair (and possibly crafting) skills.

The Kurion are a constant looming threat. They are utterly without compassion for what they consider inferior beings and take great pleasure in the suffering they cause. They are not villains that can be negotiated or reasoned with, regardless of whether or not the player characters themselves are evil - in this situation, the Kurion represent absolute evil. The Living Machines (which have no sense of morality) are a more immediate threat the characters will encounter in the wastelands.

Due to its recent war, paralyzed military and corrupt politics, this planet is an excellent choice for a place for a group of player characters to plausibly salvage a spacecraft. The GM can choose to strictly control the amount of useable salvage their players can obtain or they can let the players go all-out in attempting to obtain a combat-worthy ship. There is little diplomacy or negotiating to be had on this planet and the players should never be made dependent on the actions or goodwill of NPCs. Survival in the wastelands is a logistical nightmare for low-level characters or those with few resources. The player characters will at all times be depending on each other. Depending on how much the players like combat and trudging through ruined cities and wasteland, that part could be stretched or shortened. Otherwise the GM should keep up the pace of the mission so the wasteland does not become bothersome.

At the start of this mission, the characters will have very little in the way of resources. They will initially be utterly unable to change the state of the world they are in. The focus is on the characters surviving and increasing their resources. The players need to be okay with this or they will become frustrated with their inability to better the world. As the campaign progresses, the characters become more powerful, obtain powerful hardware and allies, they might be able to go back and make a difference.

The over-arching objective of this chapter is to acquire a ship to leave the planet. The most straightforward method is to repair one of the many ships that were lost in the last great war. To introduce

the players to the mechanics of salvaging and repairing, they can be given a lesser piece of equipment such as a robot, mecha, or hovertank that can be repaired relatively easily. This vehicle could then be used to introduce the characters to vehicle/ship combat, and allow them to learn the mechanics and figure out how they want to approach future ship combat.

The GM could either give the player characters a number of ships to choose from, or choose a ship for the group. The ship will need to be able to mount a decent number of weapons and systems in order to be suitable for the player characters, as there will be ship to ship combat. A frigate is the largest class of ship a small group of player characters can realistically fly without a hired crew. Repair robots are practically a requirement in that case. A shield generator is essential for combat, an advanced sensor array is vital for a PC ship and a jammer is also a versatile tool. A stealth system will allow the ship to escape the system without combat at all and can be a great choice if the group prefers fewer ship battles.

Player Character Level

The encounters listed for regular battles are intended for parties around level 7-10. The encounters are somewhat on the low end for a well-optimized group and is up to the GM to increase or decrease the challenges to match their group's performance.

Tajano

The planet is described in the Setting chapter.

Phase 1 - Immediate Concerns

Starting location

The player characters should start somewhere between 1.600km and 2.000km east and between 1.200km and 2.000km south of Durano, preferably somewhere reasonably close to either a ruined city, marauder camp, or scavenger hideout. (Scavenger communities are not on the map.)

Information

Depending on how knowledgeable the player characters are they will need to find their bearings first. This can be mildly problematic depending on where the 'mission' starts. If the group starts off in the middle of a wasteland they will be going blind for a time and this can be frustrating. It is advisable to give them at least some short-term destination by letting them see what appears to be a city in the distance, a road sign, or a smoke column. Should they encounter marauders, scavengers, rebels, or some other locals, they can trade for information. A data storage device containing the planet's recent history or at least a map of the continent should cost no more than 10 to 20 credits. The location of specific salvageable items could be bought but will be much more expensive. All salvage in safe locations has long been removed. Vast and dangerous areas remain where brave, foolish or extremely capable individuals can venture to obtain valuable salvage. It

is common knowledge that many ships were downed over the city of Lixian but never salvaged due to the Living Machine infestation.

Priorities

Once the players have an idea of where they are and what options they have they will need both a long-term and a short-term goal. The long-term goal should be to escape the planet, which will require a ship. The short-term goal should be to survive while working towards the long-term goal. In a desert wasteland, the first two things anyone needs are water and transportation. The group should start off with a supply of water, either a decent quantity or magical means to conjure water, otherwise they will simply die. Obtaining transportation can be the group using salvage to piece together a functioning vehicle or bartering for one with marauders. This requires that the group start off somewhere not too far from a site where salvage and/or marauders can be found. From there they can fight their way to obtaining a vehicle.

Locations

There are two locations with maps included where player characters can obtain tools, weapons, some credits, and a military vehicle in dangerous territory. These could be treated as dungeon crawls though most of each map is open area.

Location 1 - Hovertank in City

The Hovertank

The center piece of this map is a hovertank, or at least its cerametal hull. If the GM intends for the hovertank to be used as a combat vehicle by the player characters they can rule that it can be repaired. Otherwise the GM can rule that it is damaged beyond repair and can only be used as a source of parts.

If the player characters enter the vehicle they will find three skeletons worth of bones and a single hole in the hull where fragments of a small missile remain. The leather on the seats is gone. If the characters are equipped with scanners they will detect long dried up organic residue on the floor. The vehicle was targeted by an experimental psionic-enhanced chemical weapon which penetrated the hull and dissolved all organic materials inside the hovertank, including the crew. A missile impacted above the reactor, taking out a power distribution node, disabling the vehicle. Most of the hovertank's structural damage occurred after the crew was killed; projectiles large and small have dented the outer hull when the vehicle was used for cover in street battles.

The marauders do not have the expertise required to repair the vehicle to working order but the player characters might. Should they be able to repair the hovertank it will still be unarmed. Whatever weapons and systems it had that the marauders could not use were removed and traded in at a trading bunker. The GM can rule that key components were similarly removed, requiring the player characters to search the

other buildings or the rest of the city for replacement parts.

The tank is a standard cerametal hovertank with a few modifications. 120 hit points, hardness 30, base combat speed 80 ft., size modifier -2, minimum required crew: 2 (gunner and driver), maximum crew capacity: 5, natural armor bonus of +5. It can store 2 tonnes of cargo internally and 10 more externally if characters strap things to the outer hull. External cargo will quickly be destroyed in a battle.

The standard model has 1 ultralight weapon slot, 1 system slot. It also has room for a coaxial or free-moving mounted weapon such as a machinegun or grenade launcher. This specific hovertank was upgraded and has one extra system slot. It can be further upgraded. (See ship and vehicle rules.)

If it is repairable the group will need to repair 120 hit points worth of damage to make it operational again. (This does not include work that needs to be done on individual systems if the GM rules that they are missing or damaged.) See rules on the Repair skill, *Magical Maintenance* spells, and/or psionic receptacles for details on the repair process.

The City

Most of the city is ravaged with only a few streets being recognizable. Living Machines infest many of the buildings near the old city center and insane marauders inhabit several areas on the outskirts. The buildings on the map are former stores. The marauders have taken items such as weapons, tools, and credits from the northwest stores but many other items remain as the marauders have no interest in them or the trading bunkers do not accept them. The buildings in the southeast corner are inhabited by Living Machines and have not been looted.

When war reached the city the stores were closed and the storefront security gates were all shut. The doors have since been opened but the gates covering the windows remain shut. The gates consist of interlocking non-transparent polymeric panels and are extremely difficult and time-consuming to open or remove. (10 hardness, 50 hit points per 5 ft.)

Local Marauders

The marauders see the Living Machines as being better adapted to the new world and wish to become like them. During the war the Kurion experimented with psionic receptacles, implanting them in cyborgs to grant them regenerative abilities. This worked but after a while it turned the cyborgs into Living Machines themselves. This procedure is being repeated by this group of marauders. This is seen as a personal transformation but in truth the person loses their identity and becomes an even more insane automaton. The mutated cyborg state is technically a Living Machine and is very capable of surviving but also turns on its former allies. To prevent this from being a problem, the marauders deactivate cyborgs who are about to fully transform and leave them in an area where other mutant cyborgs roam, to activate minutes after the

Marauders and associated miscreants				
	Marauder		Marauder leader	
CR:	2	XP reward: 600	6	XP reward: 2.400
Alignment:	usually chaotic evil		usually chaotic evil	
Size and type:	Medium Humanoid (Cyborg)	Initiative: +1	Medium Humanoid (Cyborg)	Initiative: +8
Senses:	Perception +5		Perception +1	
Defense				
Armor Class:	15, touch 11, flat-footed 14 (+1 dex, +4 natural)		20, touch 14, flat-footed 16 (+4 dex, +6 armor)	
Hit Points:	17 (3d8+3)		44 (8d8+8)	
Saves:	Fort +4, Ref +2, Will -1		Fort +7, Ref +6, Will +3	
	DR 2/-; Moderately Augmented		DR 2/-; Moderately Augmented	
Offense				
Speed:	30 ft.		40 ft.	
Melee:	handaxe +4 (1d6+1 / x3)		dagger +11/+6 (1d4+2)	
Ranged:	assault rifle +4 (2d8), or +2/+2 (2d8)		laser rifle +13/+8 (2d8 fire / x3), incr 100 ft., or +11/+11/+6 (2d8 fire / x3), incr 100 ft.	
Special Attacks:	assault rifle +4 (autofire), 10x10 ft. (2d8), incr 30 ft.		Frag rocket: 20 ft. Radius, 5d6 piercing + 5d6 fire, reflex DC 15 half, maximum range 300 ft.	
Statistics				
Abilities:	Str 12, Dex 12, Con 12, Int 9, Wis 7, Cha 8		Str 14, Dex 18, Con 12, Int 11, Wis 12, Cha 11	
BaB:	+3		+8	
CMB:	+4		+10	
CMD:	15		24	
Feats:	Improved Initiative, Personal Firearms Proficiency, Point Blank Shot		Personal Firearms Proficiency, Point Blank Shot, Rapid Shot, Weapon Focus: Laser Rifle	
Skills:	Perception +5, Survival +7		Bluff +11, Intimidate +11, Survival +11	
languages:	Common		Common	
Gear:	assault rifle, 4 spare magazines x 30 rounds		laser rifle, 4 capacitors, rocket launcher, 4 rockets, type IV body armor (polymeric, partial), masterwork dagger	
Ecology				
Environment:	Any		Any	
Organisation:	Varies		Group (1 leader, 6-10 followers)	
Treasure:	none		none	
	Halfway Mutated Cyborg		Fully Mutated Cyborg	
CR:	3	XP reward: 800	6	XP reward: 2.400
Alignment:	usually chaotic evil		neutral	
Size and type:	Medium Humanoid (Cyborg)	Initiative: +5	Large Living Machine	Initiative: +8
Senses:	Low-Light Vision, Perception +6		Low-Light Vision, Perception +4	
Aura:	-		Disruption Field	
Defense				
Armor Class:	15, touch 11, flat-footed 14 (+1 Dex, +4 natural)		21, touch 13, flat-footed 17 (-1 size, +4 dex, +8 natural)	
Hit Points:	25 (3d12+6), Regeneration 3		60 (7d12+14), Regeneration 3	
Saves:	Fort +5, Ref +2, Will +0		Fort +7, Ref +4, Will +2	
	LM hardness 5/(magic or psionic)		LM hardness 5/(magic or psionic); Living Machine Traits	
Offense				
Speed:	30 ft.		30 ft.	
Melee:	handaxe +5 (1d6+2 / x3)		slam +11/+6 (2d4+5)	
Ranged:	assault rifle +4 (2d8), incr 100 ft.		force cannon +11/+6 (4d4+4 force), incr 50 ft.	
Space:	5 ft.		5 ft.	
Reach:	5 ft.		10 ft.	
Special Attacks:	assault rifle +4 (autofire), 10x10 ft. (2d8), incr 30 ft.		Assimilate Flesh	
Statistics				
Abilities:	Str 14, Dex 12, Con 14, Int 7, Wis 8, Cha 5	BaB: +3	Str 20, Dex 18, Con 14, Int 3, Wis 10, Cha 1	BaB: +7
CMB:	+5		+13	
CMD:	16		27	
Feats:	Improved Initiative, Personal Firearms Proficiency		Improved Initiative, Weapon Focus: Slam Weapon Focus: Force Cannon	
Skills:	Perception +6		Perception +4	
languages:	Common		-	
Gear:	assault rifle, 5 magazines x 30 rounds		-	
Ecology				
Environment:	Any		Any	
Organisation:	Solitary, groups (3-6)		Solitary, groups (3-6)	
Treasure:	none		none	

marauders leave. The cyborg will fully mutate and join the others.

The marauders will attempt to ambush the player characters and are more willing to take risks than other marauder groups as they believe life as a human is meaningless. The player characters can not bargain with these marauders; they are beyond reason. Once their numbers have been reduced to 50% or less they will withdraw and not bother the player characters any further.

Local Living Machines

They consider the southeast side of the map their territory, starting by the hovertank. They will attack anyone entering their territory but will also attack the player characters or marauders on their own territory if they believe they have a good opportunity for a favorable engagement. This can be while the player characters and marauders fight. The marauders are not expecting this and will see this attack as a betrayal. The mutants will focus their efforts on the player characters, seeing them as more interesting prey. The mutants are fewer in number than the marauders but will not retreat regardless of casualties. While they attack together they have no commander and do not coordinate their actions. There can be various other Living Machines in the buildings but the marauders and mutants are the dominant groups at this crossing.

Arthurson Automotive Repair & Occasions (encounter)

This is the marauders' base of operations. It is where they maintain and upgrade themselves, perform prayers, and store possessions. The garage doors are rusted and the motors broken and unpowered. They can still be opened by hand though this makes a considerable amount of noise. There are padlocks on the garage doors and front and rear entrance. There were originally electronic locks but they are unpowered and broken - padlocks are now used (Disable Device DC 28, Strength check DC 30 to break). The windows have been boarded up with thick metal plates.

This was a low budget car and hovercraft repair shop. The old equipment remains and the marauders make use of it to maintain their cybernetic parts. They have sold many items to the nearby trading bunker but enough remains for the location to be interesting to player characters who are short on supplies and equipment. There are lifting platforms to facilitate vehicle repair and there is a solar panel built into the roof that the marauders are using as a power source. There is enough power for regular recharges as well as lights but these are kept turned off so as not to draw attention.

- 1x diagnostic array trolley
- 3x toolbox with computerized tools
- 3x toolbox with basic tools

There are replacement parts that can be used but the marauders have used much of what was in stock.

- 1x gravity generator

- 1x comm system

- 1x computer module

In addition to the larger parts there are also enough car parts to repair an ordinary civilian vehicle or two. There is a parking lot behind the northwest stores that has become sealed off due to collapsed buildings. Vehicles can only enter and leave through the garage door into the repair shop. There is a broken moving van there that the player characters should be able to repair if the hovertank is too difficult to repair. The van has a Durano license plate, the marauders used it to reach this city and to deliver items to the nearby trading bunker. The marauders are no longer using it as it is 'too human' for their taste.

Post Office

The post office has been thoroughly ransacked but one item remains that player characters may find interesting: A standard data crystal containing a star map. It may be a decade out of date but should help the group get a feel for where they are in the grand scheme of things. It also contains a detailed map of Tajano, all the way down to individual houses and postal codes but does not include Kurion territories. The territories it does contain have since been destroyed. Nonetheless it could prove useful for navigation.

Clothes Store & Barber Shop

Everything in here has been smashed or taken. The marauders use the clothes store to 'store' all the bones from humans they have cannibalized.

Home Improvement Store (encounter)

This store is home to a small group of Living Machines, mutated cyborgs who have for some reason left the others of their kind and moved back to near the marauder hideout.

The home improvement store has not been looted yet and several useful items remain.

Cash register: 1.415 credits

- 1x home improvement 3D-printer

- 1x forklift

- 10x DIY-diagnostic computer

- 10x toolbox with basic tools

- 2x toolbox with computerized tools

- 1x workbench with nanomanipulators

- 1.000 lbs of cerametal sheets

Consumer Electronics Store

This store has not been looted yet and aside from gaming systems, television sets, mobile phones, batteries, capacitors, and other accessories, contains some items the player characters might find useful.

Cash register: 517 credits

- 6x comm system (headset, can also be added to helmet)

- 2x wrist computer (can also be added to armor)

- 6x laptop (800 credits average price)



Map: hovertank at street intersection

- (1) Post office
- (2) Arthurson Automotive Repair & Occasions
- (3) Clothes store
- (4) Barber shop
- (5) Drug store
- (6) Consumer electronics store
- (7) Home improvement store
- (8) Hovertank

— Door

— Padlocked door

Drug Store

The drug store has not been looted and is a good place for the player characters to find a whole range of items such as things to combat the personal hygiene problems that surely have developed since their arrival in the wastelands.

Cash register: 109 credits

Location 2 - Spidermech in Trench

This is a map with a lot of open space. Characters who focus on ranged weapons will perform better here than those specializing in melee attacks, especially in the north section of the map, which is largely empty. A GM should start a group off at the north west corner of the map. There are Spiders in the trench and Silverfish are nearby. The latter attack after a minute has passed. A Hand That Takes resides in the garage in the south west corner.

Spidermech

In its last moments the spidermech held off an attack by Living Machines. Eventually it was pushed into the trench by a virtual landslide of enemy units and got stuck there. The crew continued to fight and the trench filled with Living Machine corpses. Eventually the crew died and the mech has been standing on the corpses of its slain enemies since. Living Machines in the area and the psionic field have prevented salvaging.

Once the spidermech has been repaired the characters can pilot it down the trench until there is an opportunity to pilot it to higher ground. As it has not been scavenged yet the GM can rule that the spidermech's original weapons and systems are still installed.

The spidermech is a standard cerametal hexapodal vehicle. 240 hit points, hardness 30, base combat speed 50 ft., size modifier -4, minimum required crew: 2 (gunner and driver), maximum crew capacity: 12, natural armor bonus of +5. It can store 10 tonnes of cargo internally but nothing externally.

It has 2 ultralight weapon slots, 2 system slots, and 2 slots for small arms such as machineguns or grenade launchers. The vehicle can be upgraded. (See ship and vehicle rules.)

If it is repairable the group will need to repair 240 hit points worth of damage to make it operational again. (This does not include work that needs to be done on individual systems if the GM rules that they are missing or damaged.) See rules on the Repair skill, *Magical Maintenance* spells, and/or psionic receptacles for details on the repair process.

Living Machine Bane (optional)

As the spidermech has been standing in a psionic field generated by its fallen enemies, the GM could rule that the vehicle has become infused with mutual hatred. Its weapons gain the *Bane* ability against Living Machines, gaining +2 on attack rolls and +2d6 damage on each weapon.

Buildings

Two houses and a gift shop remain, abandoned before the war reached this village. They remain locked with traditional locks and have not yet been looted. The houses could serve as a temporary home for the player characters though this is a dangerous region and the walls do not shield from Living Machine sensors.

Silverfish Group (encounter)

A group of silverfish prowls the area and arrives one minute after the player characters arrive. Their initial strategy will be to deal damage and retreat. The silverfish will then regenerate their damage and return to finish the player characters off. If they suffer 50% or more casualties the group will not return for another attack.

Garage (encounter)

The garage was originally used to store and maintain vehicles used by archeology expeditions and tour buses. The roof has a massive hole in it; large enough for a hovertank or Hand to fly through.

A Living Machine lives here, one of the type "The Hand That Takes". It will first attack the player characters when they are on the bridge. If reduced to 50% hit points or less it will retreat to the garage to regenerate. Should the player characters fight it there it will fight to the death. It is strong enough to burst through the garage doors when charging and can use that to surprise approaching characters. Lesser Living Machines do not dare go near the garage.

Bridge

The bridge was brand new when the war started. It was built from a polymeric alloy that Living Machines like to eat. Enough of the bridge remains to walk across. With some work, panels can be laid down allowing a car to be driven across. It is not at risk of collapse. Passing over the bridge exposes characters to the psionic field inside the trench.

Crane Section

A section of crane leans awkwardly against the trench wall. Characters can use it to climb down with a DC 12 Climb check.

Trench (encounter)

The trench is twenty feet deep and was originally an archeological dig site. The digs and tourism were the nearby town's primary source of income. Characters can find several reasonably preserved skeletons in the trench walls. Close inspection reveals they were 3D printed and placed where tourists could conveniently see them. If the characters have a scanner they can detect real skeletons of various types deeper in the walls. Models of the creatures can be found in the gift shop.

There are Living Machine Spiders in the trench which will crawl up the wall and attack the characters if they approach within 30 ft. of the edge.



Map: mech in trench

- (1) Small house
- (2) Shed
- (3) Garage
- (4) Small house
- (5) Gift shop
- (6) Mech
- (7) Bridge
- (8) Crane boom
- Door
- Locked door

Psionic Field

After the battle that took place here a number of psionic receptacles remain inside their corpses in the trench. Their combined energy projects a psionic field that slows creatures while inside the trench. (Affected as through a *Slow* spell - no save, no spell resistance. Living Machines are immune to the effects.) It generates a static field that prevents dust, sand and other small particles from settling in the trench. Also it prevented the Living Machine corpses from rapidly decaying as they usually do. The field extends twenty feet above the trench.

Should the receptacles be removed, the trench will return to normal; the Living Machine corpses will rapidly decay, the *Slow* field ends, and the static field disappears. If the player characters are allowed to repair the spidermech and use it as their vehicle they will need to retrieve the receptacles or repairs will take a long time. (The number of receptacles is left to GM discretion.)

Phase 2 - Travel to Lixian

Efficient transportation is an absolute requirement for survival in the wasteland. Vehicle combat is much like ship combat in many ways and it is a good way to introduce the players to the mechanics. While travelling to Lixian the player characters can be attacked by Kurion airborne drones, fast-moving Living Machines and marauders who like the characters' vehicle a little too much.

There will also be a few locations where the group is guaranteed to be attacked. Entering Lixian with a wheeled or legged vehicle requires passing over one of the bridges. There are many destroyed vehicles there, perfect conditions for an ambush. If the group has a hovercraft they will be able to cross over a river instead, avoiding a potential ambush at one of the bridges.

Vehicle Speed

A wheeled vehicle should be able to travel at 50 kilometres per hour (31 mph) on average across the wasteland. Going faster is certainly possible, especially in areas with old roads, but doing so is risky given the debris that litters many areas. A spidermech travels slowest, at 40 kilometres per hour (25 mph) but can ignore or crush most obstacles. A hovertank is the fastest, moving at 100 kilometres per hour (63 mph) regardless of terrain.

Vehicle Maintenance

If the group is travelling to Lixian with a vehicle that does not have its own reactor they will need a solar panel system. Depending on the model the GM can rule that the group can travel between 300 and 600 kilometres on a charge, then they need to stop for a day to recharge. A wheeled vehicle will need frequent maintenance on a trip through the wasteland; one of the characters should spend at least an hour each day keeping the car functioning. A hovertank does not

require this level of maintenance as it has few moving parts and even fewer exposed to sand. A spidermech will require at least two hours of maintenance each day due to heavy wear and tear on the joints in this environment. Maintenance can be performed by any character with at least one rank in Repair and a toolkit. (Maintenance does not include repairing damage from battle.)

A Note on Random Encounters

If the player characters travel in a non-combat vehicle they will want to avoid having to fight while driving it. Enemies may attempt to force the characters to surrender or abandon their vehicle so it can be captured intact. If the group is travelling by car the GM should not initiate encounters using the vehicle rules as a civilian car is no use in such a battle. A spidermech is the deadliest in a slugging match but also the slowest, meaning random encounters will be more likely. The hovertank is the fastest and most agile by far, slower enemies will not be able to catch up with it.

Phase 3 - Lixian

Lixian is a city on the southern part of the continent, in the narrow between two merging rivers. It is a compact city consisting mostly of large highrises, with only the outermost city blocks having smaller apartment complexes. At the start of the war it had a population of half a million housed mostly in comfortable apartments. Malls with supermarkets and stores were often built in large platforms fifty feet in the air spanning several city blocks, though the largest ones in the city center are built on ground level. There are parking lots under virtually every city block. Cars were universally electric and the city had an extensive public transit system consisting of buses, subway lines and taxi cabs. The city was once surrounded by farmland but the soil is now poisoned with chemicals.

The Kurion systematically bombarded the city's military bases and industrial areas from orbit, hoping to force their enemy into surrender. When the Living Machine army invaded the city proper, Tianshui ground and space forces made a last stand but were utterly defeated. In a sadistic move, the Kurion ordered the Living Machines to exterminate everyone inside the city, but leave its buildings intact for later pillaging.

A task force of the Zodiac fleet (the Tianshui space force) was destroyed over the city, many of its ships crashing into the buildings below, others exploding and raining down debris. Destroyed tanks, mecha and skeletons litter the streets.

Before the Kurion could collect their prize, the control chips in the Living Machines were destroyed by their psionic immune system, a process that had been ongoing since their very creation. The machines refused any further orders and reverted to a feral state, neither advancing nor retreating. The nursery that was at the center of this machine army dug itself into the city, burrowing between the parking lots and subway tunnels. Not wanting to waste any of their now very



limited forces, the Kurion decided to abandon the city, since the Living Machines were not a strategic threat to them.

There are thousands of Living Machine combat units in the city, of virtually all sorts, except large space-borne ones. Smaller ones mostly infest the parking lots, subway tunnels and sewage system, while the larger ones roam outside in the streets. The largest Living Machines are in the city center, tucked between buildings, mindful of each other's territories. Losses are replaced by the underground nursery, which strives to maintain what it still considers an army. Small units can be replaced almost instantly while the larger ones can take several days. Clearing an area of the city is a considerable effort, and almost immediately, units from other parts of the city will spread to it, detecting 'unoccupied' territory.

It should be noted that Tianshui primarily used electronic payment and for many transactions used its own currency, which is now worthless. Therefore, most money found in Lixian will have no actual value.

Order of Things

If the player characters are to successfully repair a ship they will need to do several things in different locations.

First, a repairable ship needs to be secured. This will require clearing the city center of large Living Machines. Engaging large Living Machines out in the open may require a combat vehicle.

Second, in order to be able to work in the city center for any length of time the group will need to destroy the Nursery, to remove the psionic field, and prevent Living Machine numbers from being replenished. Determining the Nursery's rough position requires an advanced sensor array and a power source.

Third, should the group still need to obtain a combat vehicle or just a working sensor array, the military base south of the city is the best bet. It may also contain parts and systems needed to repair a ship. That makes the base a good choice for a first target.

Fourth, the characters can visit the industrial zone and obtain repair tools and heavy machinery. (GM discretion, this is optional and is not written out as a major engagement)

Lixian Industrial Zone

There were several large industrial areas near the city that comprised a large chunk of its economy. During the war, they were destroyed from orbit, leaving nothing

but an immense field of craters and debris. One industrial district remains; the oldest one, closest to the city. Here characters may be able to find industrial tools needed to repair or build war machines.

Military Fleet Support Base

At the southern tip lies a ship repair and servicing base once used by Tianshui's space forces. There were other military bases near the city but orbital bombardments have obliterated these to the point where nothing remains but the roads leading towards them.

Open Area Encounters

As with virtually all infrastructure on the eastern half of the continent, this base is infested with Living Machines. The largest one is a space-capable fighter (shark) that has taken residence in a service hangar. It leaves the hangar every two days to hunt and stays away for three hours. There are mutated cyborgs and Spiders in the housing complexes as well as inside the bunker and service buildings. There are hands in the destroyed dry dock and destroyer.

Trilobites have buried themselves under the base and will move to attack the characters as soon as they exit their vehicle. They will burst out of the ground when the characters are a hundred feet or more from



said vehicle. If the characters are inside a building the trilobites will attempt to tunnel through the walls. (Movement speed in this case would be 5 ft./round.) They are mad with hunger and will not stop pursuing, regardless of damage taken though they may temporarily retreat and try a different route if damaged over 50%. (note: the trilobites are only after organic matter. If the characters are for some reason not composed of organic matter or entirely encased in sealed suits the trilobites will not be interested.)

Clearing out the military base will allow characters to salvage what they need from it. Once they leave, Living Machines will infest the base again though larger units will not appear for at least a few days.

Command Bunker

The command bunker was sturdier than most other buildings and partially survived the orbital bombardment. Afterwards Living Machines stormed the building and flooded through the corridors, killing everyone. There are destroyed turret guns in various locations and many doors have been forced apart or melted. Some doors and rooms remain intact; because there were no living things inside, the attackers passed them by. There are many skeletons scattered about throughout the corridors along with shredded uniforms and weapons. Many of the weapons will be broken but there are more than enough functioning ones to provide anyone who wants one an assault rifle and several magazines of ammunition.

There were three levels of security doors, levels 1,2, and 3. A level 1 security door has 50 hit points, hardness 10 and requires a DC 28 Computer Use check to bypass. A level 2 security door has 100 hit points, hardness 10 and requires a DC 32 Computer Use check to bypass. A level 3 security door has 200 hit points, hardness 10 and requires a DC 35 Computer Use check to bypass.

The armory by the front is a small secondary one and contains armor suits, weapons, and add-ons for both suits and weapons. The default is for there to be two of each of type III, type IV and type V armor, all made of cerametal with partial sealing and no special outer layer. The GM can include sealed armor suits here if the group will not be able to produce their own space suits. The add-ons can be any of the listed variety in the equipment part of the Characters chapter, but none more expensive than 50,000 credits. If the group has arcane spellcasters who will need to make space walks the GM should include 'low friction parts' add-ons so those characters can wear up to type III sealed suits, allowing them to at least move around in space without suffering arcane spell failure.

The area directly behind the armory and front security room has seen very heavy fighting, almost nothing remains intact. There are several mutated cyborgs waiting in ambush for the player characters here. They will emerge from the lavatories to the north and the short corridor to the south and charge at the characters. They will fight to the death.

The storage area has seen some fighting but as

the Living Machines were not interested in looting, much of the supplies remain. This is an excellent location for player characters to stock up on preservable food, ammunition, clothes, etcetera. Some of the crates are centipedes with holographic disguise however, waiting for someone to approach. If the centipedes take over 50% damage they will use their psionic rift jump ability to retreat into the north east section, the server area. If the player characters pursue they will encounter the mutated cyborgs that were waiting there and will need to fight both them and the centipedes at once.

The server area holds a number of servers whose memory cores all self-destructed when the facility was compromised. Characters should be able to salvage components here to put together one or more functioning computer modules, provided they can find memory cores elsewhere. (GM discretion)

The panic room is where the president of Tianshui took his own life while the facility was being overrun. There is a laptop, a handgun, and a desiccated corpse, preserved by the otherwise sterile room. The characters could use magic to speak with the corpse. The late president has no useful information to share except the code to the presidential hover limousine in the garage.

The garage in the south is where the presidential hover limousine is parked. Depending on whether or not the GM intends for the player characters to obtain it, it is either functional or a useless wreck. The limousine is locked and requires a security code. Bypassing the security and creating a new code has a Computer Use DC of 35. There are Living Machine Spiders under it and behind the crates and one of the crates is a centipede with holographic disguise.

Dry dock

The dry dock has large quantities of materials the player characters will need if they are to repair a ship. There should be enough to repair at least one ship though delicate systems such as computer modules will be too damaged to use. (GM discretion.) The repair tools on the surface may be damaged or destroyed, requiring the characters to search the underground maintenance area for what might be left. This is also a location where ship fuel can be found in nearby underground tanks, though getting it to the ship repair site may be tricky. The fuel is a colorless, foul-smelling liquid that is inert outside of specific reactor/engine conditions and will never explode or catch fire.

Underground Maintenance Area

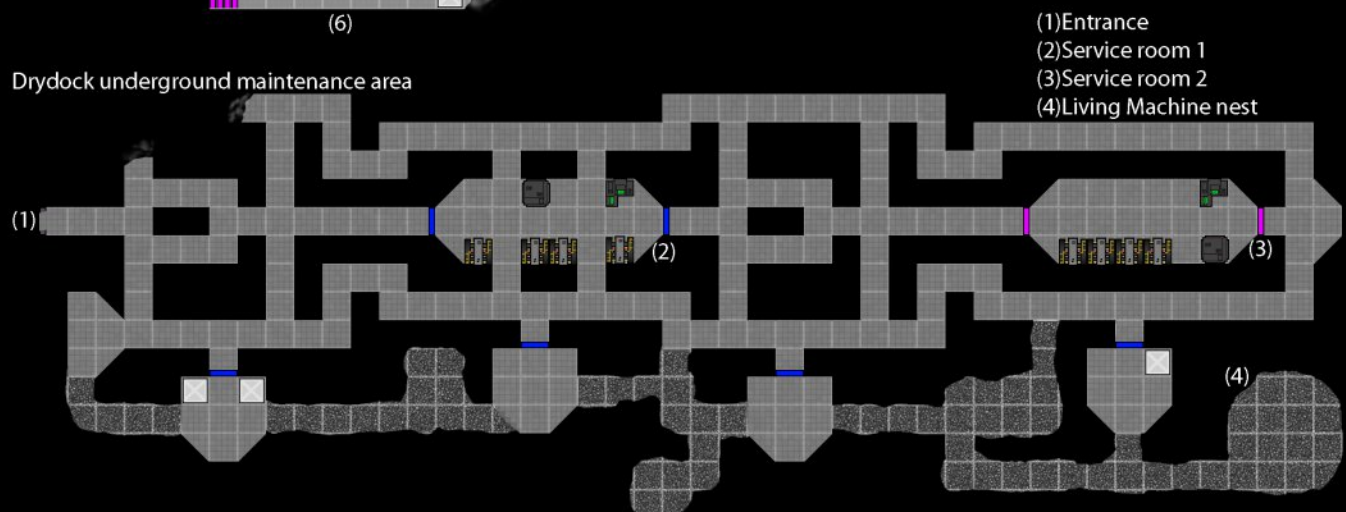
This area lies directly below the dry dock. Most of the above-ground structure was destroyed but the basement remains largely intact. There are two service rooms granting access to the destroyed systems of this part of the base. Access corridors run east to west and provide access to piping, wiring and various other now-useless pieces of infrastructure. Living Machines have dug their own tunnels out of the facility and have made a nest of sorts. Spiders and mutated cyborgs hide behind the doors while Centipedes use their holographic disguise to blend in with the machinery. The player

Lixian military fleet support base

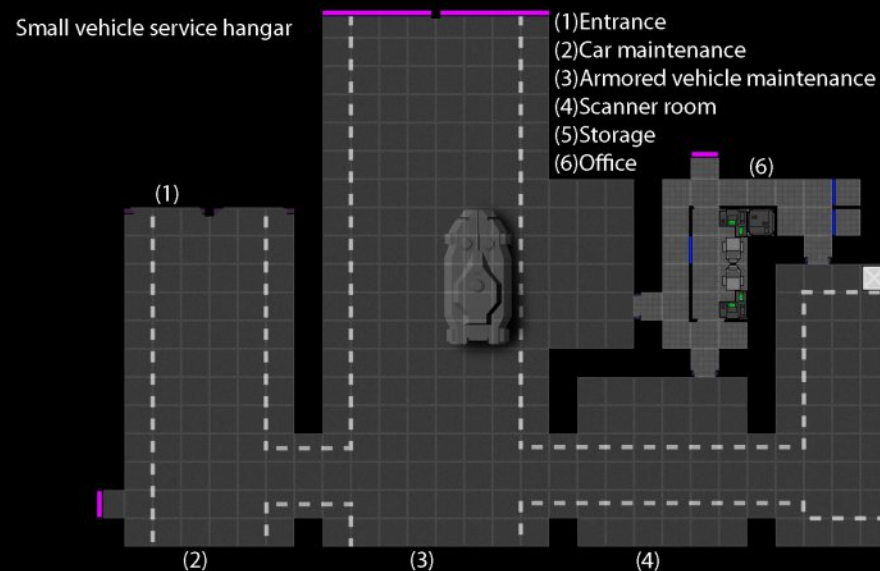
Command bunker



Drydock underground maintenance area



Small vehicle service hangar



characters may notice that the mutated cyborgs do not resemble the kind typically encountered. They have a device crudely jammed into the back of their skulls but otherwise resemble biomechanical humans rather than actual cyborgs. (Their combat abilities remain the same however.)

A group of Spiders and mutated cyborgs waits in the small room just south of the entrance and another group in the room directly south of service room 1. Several centipedes have disguised themselves as machinery inside service room 1. Characters with at least 1 rank in Repair may roll a DC 12 intelligence or wisdom check to notice that the placement of some of the 'machinery' makes no sense - for example a pumping unit in the middle of the room with no pipes going in or out is suspicious. If they succeed the Living Machines do not get a surprise round when they spring their ambush.

If the characters go straight ahead after entering and proceed towards the first service room the Living Machines will attempt to ambush them with the previously mentioned two groups and centipedes. If the characters turn south and encounter the first group the other group and centipedes in service room 1 will come to their aid. When the groups combined have suffered 50% casualties the remainder will attempt to escape east.

Service room 2 remains locked and has not been touched by the Living Machines. The doors are locked with traditional locks and require a DC 28 Disable Device check to open. The doors have 40 hit points and hardness 5. Service room 2 contains repair tools and parts the player characters will find useful in repairing a vehicle or ship later on. The GM can also rule that the room contains an offline medium-sized repair robot, which will also be useful for ship maintenance.

The Living Machine nest sits in the south east corner of the map. This is where a 12HD centipede sits along with several Spiders and mutated cyborgs. If the characters encountered and defeated the first ambush any surviving Living Machines have returned to the nest. 30 seconds after joining up the group will start moving towards the player characters and attempt to kill them. They will fight to the death.

Small Vehicle Maintenance Hangar

In this building maintenance was performed on both normal and armored vehicles. This is the smaller of two facilities on the base but the only one that remained more or less intact. Whereas the other building was destroyed in the bombardment, this building was flooded with Living Machines afterwards. The units entered by melting their way through the garage doors at the normal vehicle maintenance hangar, then flooding through the rest of the facility. There are remains of both humans and vehicles, skeletons and cerametal parts. Polymeric components have been eaten and none of the cars originally in the facility can be salvaged. A hovertank remains, but it has no gravity generators. (The state of functionality and salvageability of the

hovertank is left to GM discretion. It may give players more to do if the group operates two vehicles instead of one.) There are a pair of hands in the building. They reside in the storage area and will proceed to attack the player characters as soon as they enter the building. (If the GM believes two hands is not enough to provide a challenge to the players they can add more hands or increase their number of hit dice.)

The scanner room had a neutrino scanner that was used to thoroughly scan entire systems at once to facilitate repairs. (The GM could allow the characters to make use of it if they first provide a power source. Doing so grants a +5 scanner bonus to repair checks. The players will want to take the system with them and use it later on; the GM must keep in mind later game balance.)

The storage area contains vehicle parts, repair tools and if the GM is generous, a forklift or repulsorlift platform. (Such a vehicle is needed if the player characters are to perform extensive repairs to a large ship. The larger the ship, the larger the lifting vehicle, see the workforce table under in the Ship Construction section in the Spaceships chapter. Some of the components that will need to be here in order for the player characters to find the Living Machine nursery are a miniature fusion reactor (mk.6) and an advanced sensor array. If the group already has a vehicle with a system slot, they can simply install the advanced sensor array on the vehicle.

The computers in the small office contain information on what parts are needed for what vehicle, an invaluable aid for new players who are at a loss what they need in order to make a vehicle operational. Unless the GM intends to help the player characters along, the data on the computers does not provide a bonus to Repair checks but serves more as a way for player characters to know what certain systems and weapons do so they can make an educated choice when they pick vehicle and ship equipment. Also it would explain in-game to characters how many of what subsystem they need and where they go.

City Center and the Living Machine Nursery

The source of the Living Machines in the city is a Nursery. It has dug itself into an underground parking lot near a shopping center. If characters intend to salvage anything from the city center or stay in the city for any amount of time it is necessary to destroy the source of the Living Machines if only to be rid of the psionic field it generates.

Locating the Nursery

In order to detect the source, the characters need an advanced sensor array with a power source. These could be salvaged from one of the many wrecked ships or vehicles scattered throughout the city or the military base south of the city. (Getting an advanced sensor array grants other tactical benefits, it should be a priority in and of itself.) Short of scrying spells or divine

guidance, the characters would otherwise need to stumble across the nursery in order to find it. Once the player characters have a vehicle with a working sensor array they will need to drive around the city for a while, triangulating the psionic emanations. (This scan can not be done from outside the city.) After a few hours (and possible random encounters) the group will determine the rough position of the Nursery under a shopping center near subway station 14.

Reaching the Nursery

The parking lot that the nursery has dug itself has been sealed off by the Living Machines save for two exits. One is a collapsed tunnel through the ceiling which only very large units are capable of tunneling through. The second is a path is for smaller units and runs through subway station 14 and a remaining section of a mall. This second path is the only realistic path for the player characters. It requires reaching the mall entrance however. The characters will need to fight their way through the large Living Machines roaming the streets. There is at least one Mantis and a handful of hands in the center at any time. (Exactly how many there are is left to GM discretion and should take into account the vehicle the group is in.) The Living Machine units operate in small groups and do not enter each other's territory. A group's territory depends on the number of units the GM places on the map. Ultimately the player characters will need to destroy all major Living Machine units in the city center or they will keep being harassed.

City Center

The map is intended to allow a GM to treat the city center like a vehicle-based 'dungeon'. On the schematic map, light areas represent rooftops while black areas are areas accessible by ground vehicle, mostly streets. The map included sets one distance unit at 30 ft. This determines weapon ranges and increments in this region. The buildings are on average 500 ft. tall. A hoversuit can easily fly above them but doing so risks drawing unwanted attention unless the hoversuit is equipped with a stealth system. If the vehicle is equipped with an advanced sensor array it provides real-time information on the rough locations of major units in the city center, regardless of line of sight. Otherwise the group will have to rely on line of sight for information on enemy positions. Missiles can fire around one corner at a -4 penalty to the attack roll. Areas where the road is covered in collapsed walls or other debris are intended to be unpassable to mecha or tracked or wheeled vehicles, but a GM could in principle allow a piloting check to allow a mecha pilot to walk over the debris. (See the Piloting skill for details, the DC can vary, depending on how hard a GM wants to make passing an area.)

Range increments for vehicle weaponry (not mounted small arms) are calculated by multiplying the dimensionless range increments by 100 ft.; a railgun with a range increment of 8 has a range increment of 800. If a GM wants to shorten the ranges, they can

easily say that dust clouds from the wastelands fill the space between buildings, reducing the range increments by whatever amount the GM desires.

Typical enemies could be Hands and Mantises, the number and type depending on what vehicle the group owns and their level. Swarms of smaller enemies can be included, those may require the characters to exit the vehicle and fight on foot. 'Treasure' could take the form of valuables found in intact stores or businesses in the side of buildings, at whatever height the GM desires. Accessing them will require leaving the vehicle of course and may draw attention from smaller Living Machines that inhabit the buildings.

The Mall

The only direct route is through the shopping mall next to the station. The mall is a good place for the characters to look for mechanical tools, computers, conservable foods or any other civilian items. There are signs in English and traditional Chinese pointing towards the station.

Player characters enter the map in the north east corner. There are no locked doors they need to go through, both the north east security door and the south east door to the underground parking lot have been destroyed. The characters may occasionally encounter newly created Living Machine units making their way through the mall. There is a locked door leading to an emergency exit but opening the door reveals the exit itself has collapsed. (DC 28 Computer Use check to open plus an external power source. The door has 50 hit points and 15 hardness.) The mall is also accessible through holes in the transparent but dirty ceiling; Living Machine units use these openings to get in and out of the mall. The Kurion recently lost a small recon team in the mall. The remnants are being used by the Living Machines as puppets.

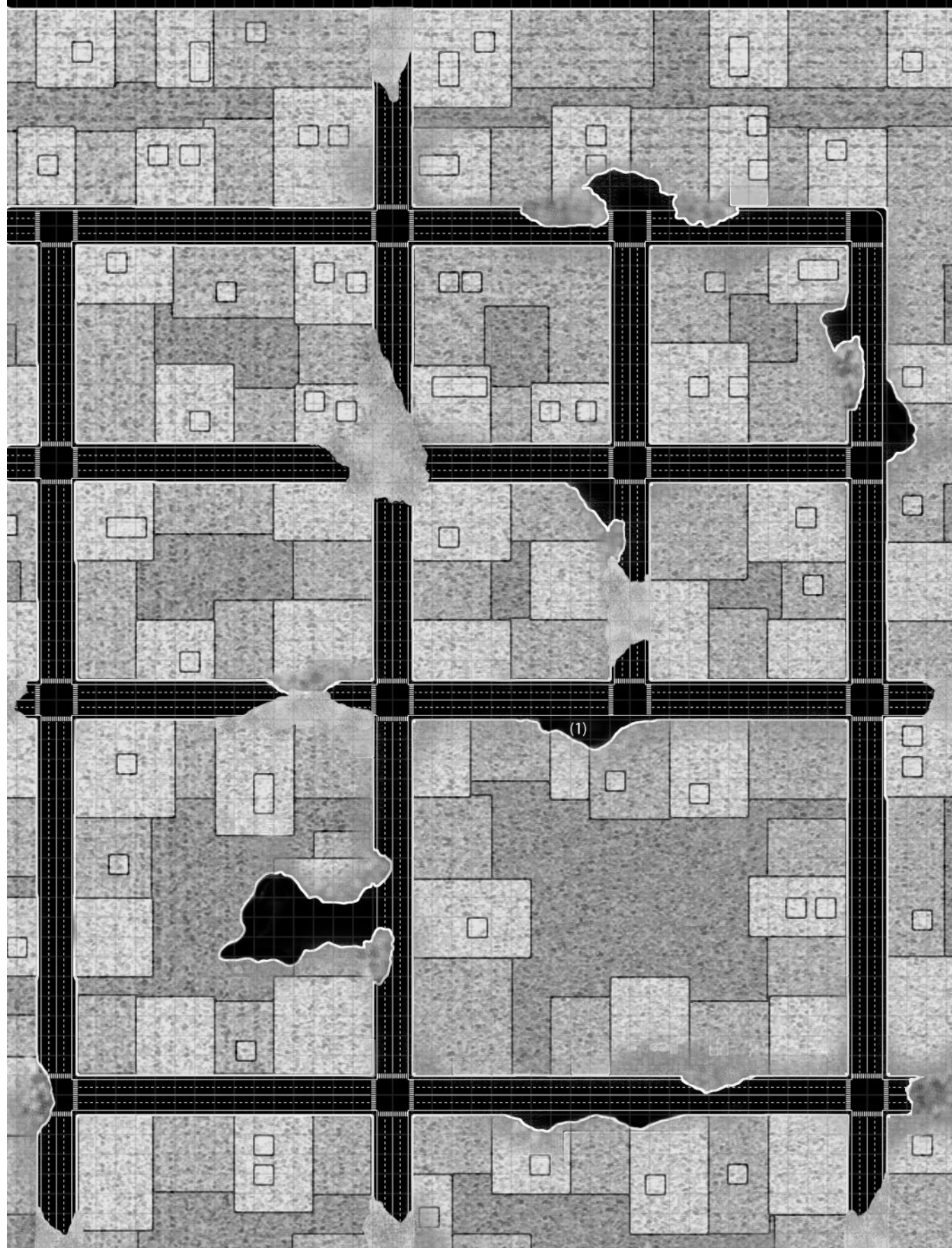
(The map only shows part of the complex, the shopping center as a whole is much larger.) Level 1 is ground level, level 2 sits 10 ft. higher. The ceiling sits fifteen feet above level 2. The storefront windows and doors are made of a very tough transparent material, stronger than steel even. (one 5 ft. section has 40 hit points and 15 hardness) Nonetheless it has been torn down in many areas. Many aisles have been knocked over or destroyed and products are scattered on the floor. There were once many potted plants on level 1 but these have long since died. The walls on level 1 are covered in broken ad displays. At the edges of level 2 there are guard rails 4 ft. high with transparent panels under them. The entire mall is strewn with shattered bones and debris. When the attack happened the transparent sections did not shatter, instead they buckled and bent in places and melted in others.

A pair of Living Machine hands are Hiding on the roof, ambushing smaller Living Machine units that pass by the food court. They have placed broken and dirty ceiling plates back on the ceiling and are have a nest in a damaged building that oversees the mall. A DC 20 Perception check reveals that the ceiling plates over the food court are broken yet still somehow held

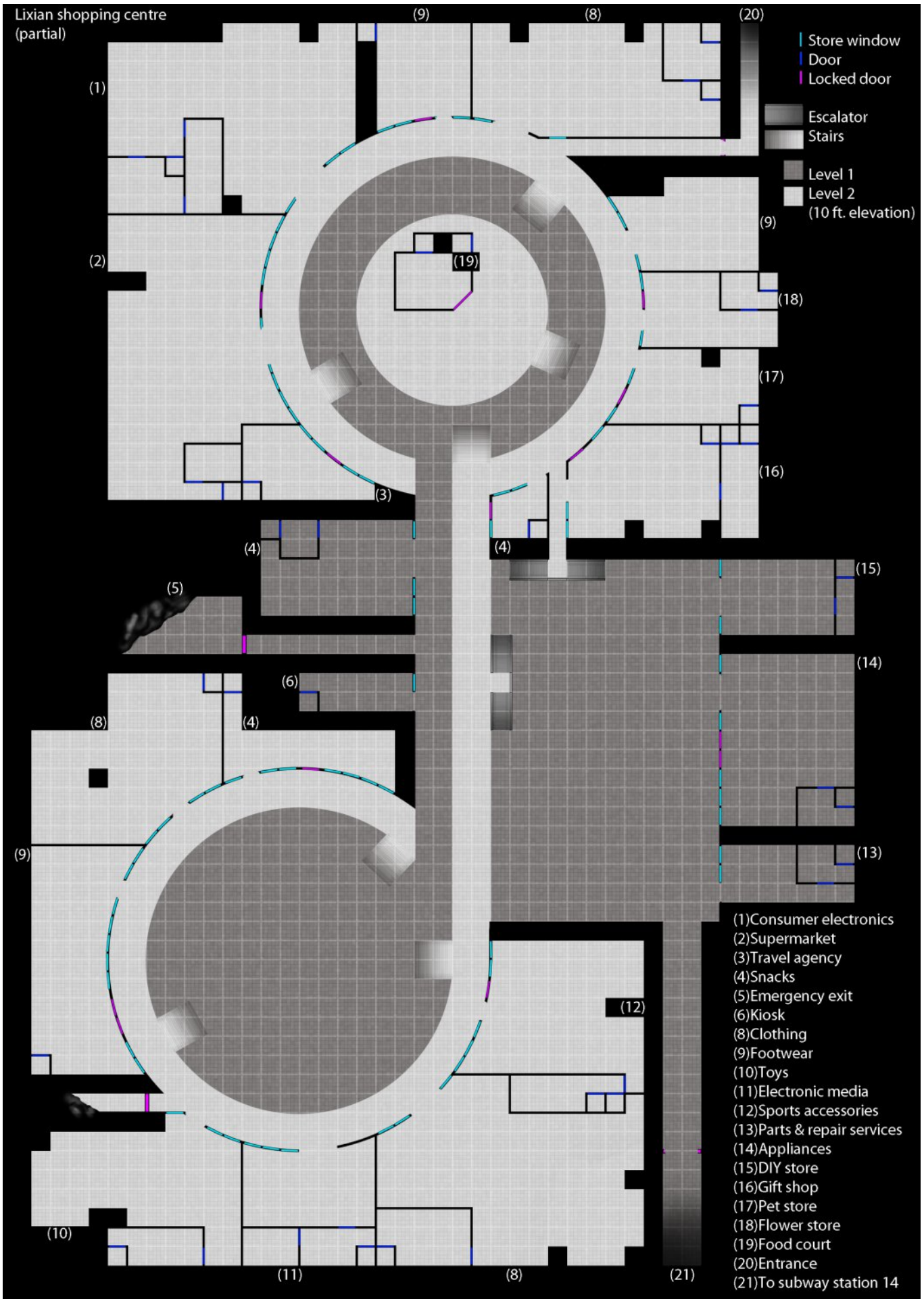
Lixian city center, vehicle combat map
— 1 distance unit = 30 ft.

- City blocks/Structures
- Streets/Passable terrain

(1) Shopping center entrance



Lixian shopping centre
(partial)



Subway station 14 and
Underground parking lot
(note: north is left)



(1)To mall
(2)Nursery

(1)

(2)

in place. When a character enters the food court platform the Hands will begin their approach. They arrive two rounds later. Anyone in the north section of the mall is allowed a DC 18 Perception check to notice the hands' shadows through the dirty ceiling plates. If the hands get the drop on the characters they will attack the prey in the 'trap' area first. Their first goal will be to kill that character in one volley. If the group proves too difficult they will attempt to grapple whichever character weighs the most and abduct them back to the 'nest' in the nearby building. The hands will not withdraw until one of the two has been destroyed. If either of the two hands survives it will not bother the characters again.

There are Spiders and emaciated cyborg soldiers, controlled by a Porifer, lurking in the stores in the north section of the map. They are not powerful enough to fight the hands and probably not the player characters but if the characters are weakened they may see that as an opportunity. Once the fight between the hands and characters is over they will attack the characters if they are visibly injured.

The Porifer remains hidden in the travel agency and will attempt to fly away if attacked. The centipede remains by the Porifer and will defend it to the death. The Spiders will withdraw by attempting to climb up the walls and out through the holes in the ceiling once 50% has been destroyed but not before the Porifer has escaped. The cyborg soldiers will fight to the death, they are considered expendable and will be devoured soon anyway as they are already quite ill.

The main threat in this location is the siege Mantis which is idling not far from the mall. Once the characters reach the middle section of the map the Mantis will feel challenged in its dominion over this area. It will come crashing through the transparent ceiling south east of the escalators. The ceiling panels are dirty but characters will easily be able to see a massive shape approaching, giving them one round to perform or prepare actions before initiative is rolled. Once inside the mall the Mantis will chase the player characters and attempt to kill them. It will not pursue them outside however nor will it fight to the death. It will attempt to retreat once reduced to 50% hit points or less. Once fully regenerated it will remember the player characters and leave them alone unless approached or attacked.

(Optional; if the group's damage output is low the siege Mantis' 252 hit points can prove tedious.) This particular Mantis has contracted a disease that has halved its maximum hit point total. It is not contagious to biological lifeforms but computers, online or not, are infected. The next time the characters turn their computers on they will find them useless. After the encounter every computer the characters are carrying will need to be cleaned of the virus. (Computer Use DC 20, 10 minutes.) If the characters do not do this, other systems will become infected when networked. (GM discretion)

The characters do not need to explore the south west part of the map per se but they may want to go through some of the stores. Also there are enemies here that the group will need to deal with if they intend

to repair a ship in the area.

A Porifer has made the toy store its home. It is protected by several former Kurion Rapid Response/Scouting Drones which lie idle in front of it when not in use. (The drones appear slightly warped and damaged. They function similarly to the normal variety except they gain an additional +2 on attacks as long as the Porifer is alive.) The Porifer attempts to stay out of the fight by hiding in one of the stores. Once the Porifer is destroyed the drones lose power and crash to the ground. Should the characters open up the remains they will find that the brains inside the drones have long since rotted away and the turbines were damaged beyond repair, even before the fighting started. They should not have been able to fly.

The Parking Lot

Teleporting into the parking lot where the nursery is does not work due to psionic interference. The spell instead deposits the teleporting characters at subway station 14 with a massive headache.

The nursery is protected by a small number of older and larger versions of the units more commonly encountered in the city. They may attempt an attack against the player characters once they enter the subway station. The Living Machines will fight to the death but only if they are causing significant damage. If they are suffering significant casualties without causing them they will withdraw to the nursery.

Once the characters make it to the nursery, it will start pushing out incomplete living machine units as it is otherwise mostly defenseless. These incomplete versions have half the hit points of completed units. The nursery should push out the living machine types that the characters have killed in the city, chronologically. It can push out two living machines per round. If the group is particularly powerful, the GM could choose to have the nursery produce more powerful living machines. All defending units will fight to the death.

Normally, the nursery's only priority is to replenish the living machine numbers. Once attacked its highest priority becomes fending off the attack. It makes no plans, and will not send Living Machines after the characters should they retreat. Other living machines will take residence near the nursery and in the areas cleared by the characters if the characters take more than a day to return.

The Aftermath

Once the nursery has been destroyed Living Machine numbers will start to decrease due to both encounters between living machines themselves and kills made by (player) characters. After several weeks, Kurion satellites will notice the decrease in activity in the city. A few weeks later the Kurion empire will organise expeditions to loot the city. Their first assumption will be that rebels or bandits are responsible for the decrease in the Living Machine population.

Phase 4 - Ship Repairs

This is the phase the players would have worked towards - the quest reward, in a sense. The GM can give the players any ship they see fit but some types would be more logical than others. The Haziioth fleet did not fight in the battle for Lixian and while the Corinthian military did have a presence they had other priorities and did not take part in the fighting. The Kurion did not commit any of their conventional forces and Living Machines do not leave useable corpses. Most of the ship hulls that litter the city will be standard hull designs, ultralight and light ships, modified and upgraded and equipped for short-range combat.

The repair process can be handled in detail or glossed over depending on what the players and GM enjoy most. The GM can grant the players a reward in the form of a better ship or equipment if they put a lot of effort in searching every ship wreck they come across. Depending on the size of the ship, repair skill and whether the characters were able to recover repair robots or other tools the repair process can take between a few weeks and a few months. There is no need to roll repair checks, the player characters should be able to take 10 during the process.

This is also where accumulated psionic receptacles become relevant. They can be used to restore broken items back to working order or simply repair a number of hit points to a damaged item. The GM could rule that the player characters must first gather a number of receptacles before they have any chance at repairing a ship, but care must be taken not to let the game become a grindfest. Using psionic receptacles at all requires a psionic reconstructor, an expensive item that can be purchased from scavengers or perhaps taken from dead marauders.

The GM could theoretically send random encounters at the players during this time but this can become tedious if it is done too often as there is no benefit to the player characters other than being able to continue repairs on the ship. If the GM makes it known that the characters will very likely be attacked during their work the players could use part of the salvage to set up defenses at the work site in the form of gun turrets or a shield generator.

If repairs take long enough the Kurion may organise a live televised hunt (that the player characters can watch during the battle), where several noblemen are given a small force of expendable units and given the goal of securing the city by eliminating the remaining Living Machines. Should they encounter the player characters and their ship the Kurion show will change its goal to include the capture of the player ship. If the players win they will need to wrap up repairs immediately because the Kurion will then deploy a small fleet to destroy the player ship. The noblemen who lost the game will have their family's ships annihilate the entire area where the player characters were. Therefore the GM should not start this show event until the ship is in a flight worthy state or they will end up killing the entire party.

Once the ship has been repaired and fueled the

group can use it to leave the planet, fight the Kurion on slightly more even footing or return with their prize if the goal of the mission was to retrieve a ship.

Phase 5 (optional) - Escaping the Vitafer System

If the player ship is equipped with a stealth system this entire phase can be skipped; the players can sneak out of the system poking their tongues at the Kurion, Living Machines and Corinthians.

The group could decide to attack one of the orbiting sensor satellites after takeoff, temporarily allowing foreign broadcasts through until the Kurion launch a replacement. The Kurion space fleet is not as powerful as those of other factions but to a single ship they are an overwhelming force. Their main weaknesses are the poor performance of their ship classes and the short range of their fighters. Groups of corvettes will attempt to hunt down the player ship but the standard Kurion corvette class is slow and poorly equipped – a fast player ship will leave them in the dust. Only if the players decide to fight the enemy in a slugging match could the situation become dire. Living Machine ships may also attack the player ship. They infest the asteroid belts and gas giants in the system and will see the ship as prey if it gets too close.

Light Fighters (optional)

During takeoff a group of Kurion light fighters gets scrambled and sent after the player characters' ship. These light fighters are mounted on expendable boosters and catch up with the player ship in the upper atmosphere, before they are far enough from the planet to activate their cruise drive. The player characters will need to defend themselves for ten rounds (after which they escape) or defeat the fighter group entirely. This encounter could be used to introduce the players to the mechanics of ship combat.

Fox Hunt Corvettes (optional)

A small group of cruise-capable Fox Hunt corvettes is scrambled from a small station and will intercept the player ship. There will be a short skirmish inside the cruise tunnel when the Kurion ships meet the player ship. This encounter could be used to introduce the players to the mechanics of ship combat inside a cruise drive tunnel.

Jump Point Defense Group

The biggest worry is the group of Kurion ships positioned by the jump point. The players will have no choice but to fly through it, which will require them to fight their way past the mobile garrison. This 'garrison' consists of a dozen corvettes, a pair of destroyer-sized fleet tenders and several freighters. The tenders carry several dozen short-range fighters. This small fleet is positioned here to guard against attack from the other side of the jump point, where a Corinthian fleet is positioned. A pair of stealth ships on the other side of

the jump point will jump back and alert the fleet in case of an impending invasion. The freighters will begin laying their minefield consisting of homing mines, disposable suicide drones and small defense platforms. The rest of the fleet defends the freighters during this process. If the advancing enemy fleet is overwhelmingly large the mobile garrison will abandon the jump point and join the main Kurion force. Otherwise they will stay by the jump point and defend it until the main force arrives.

This defense force will not leave its position to chase a single rogue ship but they will engage when the player ship comes into range. The players will need to keep their ship intact long enough for the cruise drive to be charged up in order to make the jump. The jump point should be a 2 square radius area; the player ship must be in this area when they jump. The Kurion fleet is equipped to stop a small invading force and does not have weapons or systems that can prevent a ship from fleeing through the jump point. The Kurion ships are not very capable but in large numbers can still be a serious threat to a player ship that absolutely has to be in a specific location. The GM can increase or decrease the number of ships depending on the ship the players have. Either way this is not an engagement the player characters should expect to 'win' – the goal is to make it through to the other side. The Kurion fighters have no cruise drives and limited endurance. Therefore

the fighters will not be able to follow the player ship if they use their cruise drive to escape the engagement.

Outcome

Once on the other side the players will run into a Corinthian fleet. They will order the players to stand down and be inspected. Corinthian troops will board and inspect the ship and be very unpleasant about it. Once they are convinced that the player characters are not in league with the Kurion the Corinthians will allow the player ship to move on. After the inspection the Corinthian fleet will not communicate other than to instruct the characters to remove themselves from the area or be destroyed. They will not offer repair services or trade. Once the ship is cleared by the Corinthians it is free to move on to wherever the GM or players want it to go.

Unless the group was under orders to obtain a ship for a third party, they now own their own spaceship. They will also have gained considerable notoriety with the Kurion and can expect harassment, intimidation, and assassination attempts in the future.



Corinthian fleet guarding the jump point.

Mission - Piracy

Premise

A station built into an asteroid has come under attack by pirates. Normally pirates move on fairly quickly but this time they are staying on the station for unknown reasons. There are over 100 personnel on the station and the player characters are hired to recapture it and rescue the personnel.

The player characters will be working for the Luceni Coalition, which owns and exploits the asteroid station. This coalition has a small fleet of ships cobbled together from scrap but lacks expertise in ship battles and good equipment. They will want to hire the player characters if they operate a reasonably capable warship or if they have reasonable ship related skills and proficiencies. If the players do not have their own ship the Luceni Coalition will send its most powerful ship, a destroyer.

The Luceni Coalition is a mostly democratic government and is required to focus its efforts first on the rescue of the prisoners, even though the station is an extremely important asset. Pirates usually sell prisoners to the Kurion and are considered as monstrous as their business partners - legal procedures are guaranteed to lead to a death sentence, letting them escape will result in more casualties later on, so there is little point in attempting to negotiate.

Potential Plot Hooks

- If the player characters have their own ship or are in command of one they may receive a distress call from the station while it was being attacked. They can also be hired by the Luceni Coalition while on Altair.
- If the player characters do not have their own ship they may be hired as crew. This of course requires that the player characters have skills relevant to ship combat, otherwise they would never be given command of a ship. The NPC kobold crew will handle ship maintenance.

Considerations

If the players are not interested in ship combat the ship battles will be handled entirely by the NPC crew and can simply be narrated by the GM. The player characters will only be responsible for repelling boarders and recapturing the station.

Ship battles are written with the assumption that the player characters operate a ship in the 60-80HD range with good equipment. The GM should adjust the number of enemies and their size if the player characters are flying a significantly smaller or larger ship. If the ship has a stealth system, they will not be intercepted by pirates.

If a space battle becomes tedious, with little progress made by either side, the GM should have the pirates withdraw. The longer the pirates linger in any one place the likelier it is they will be attacked by more ships.

If this is the first time the players are involved in

a ship battle, they will be instructed to put on sealed armor before each battle. Once a ship starts taking damage, hull breaches may occur. Due to the likelihood of shrapnel, soft spacesuits are absolutely not an option. The price of a sealed suit of armor is negligible compared to that of a ship and if the player characters do not own their own sealed armor, the Luceni Coalition can lend them suits for the duration of the mission. (See the section on armor suits for details on suit components.)

Player Character Level

The encounters are written for characters around level 7-9, but as usual, the GM should adjust them based on group performance. For example a high level or powerful group with a weak ship should face weaker ships but stronger troops and more skilled crews.

The Reward

A reasonable reward could be 250.000 credits per character. An additional 250.000 credits per character if the group uses its own ship (more if it is a particularly large or expensive ship), plus repair, ammunition, and refueling cost for the ship. The reward could be split equally between rescuing the crew and recapturing the station. If either fails, the reward is halved. However, the exact reward is left to GM discretion. The Luceni Coalition government could for example offer the player characters payment in ship systems, upgrades, or weapons instead. Either way a single piece of salvaged ship equipment will be much more valuable than the reward, and the GM should carefully weigh what ship salvage is granted.

Travel and Ambush

The asteroid base is only a few days by cruise drive from Altair. En-route, the player ship is attacked by a pirate ship. The pirates attempt to board and capture the player ship. Their point of entry will be a large room or the cargo bay (GM discretion). Unless the player characters hired NPC crew specifically to deal with boarding parties, some of the player characters will need to leave the bridge and repel the boarders - losing the ship from the inside out is losing it all the same. The pirates will when possible attempt to subdue NPC crew members and abduct them, to later sell to the Kurion as highly skilled slaves. If the player characters somehow manage to disable or capture the pirate ship they will find rows of stasis tubes in the cargo bay, some containing prisoners. The pirate ship is rigged to self-destruct, however, so the player characters will not be able to salvage any functioning parts from it. (If the GM wants, they may be able to rescue these prisoners.)

Pirate ship commanders do not have torture implants. They have committed countless atrocities of the most despicable kind and will certainly face the death penalty if they surrender - therefore they will not.

If the ship sustained damage during the attack (and it should have) the characters will have to work

hard to repair as much as possible before they reach the station. If the ship is really in no shape for another battle, the crew can delay the approach but the longer the wait, the fewer prisoners that can still be saved...

(Only if the player ship is equipped with an advanced sensor array.) If, during the trip, the player characters scan the station with long-range scanners, they will detect unusual power signatures that do not match any known ship type. The pirate ships are all either cloaked or inside the station and can not be scanned. Repeated scans will reveal that the number of life signs on the station is gradually decreasing. Accurate scans are however not possible at long range.

Attack on the Station

First, the player characters must eliminate the pirate ships around the station. Then, the station's shields need to be brought down. As the station can not fight back, that part can be narrated, there is no need to play it out.

When the player ship attacks the pirates around the station, a pair of Star Wraiths emerge from the station and counter-attack together with the pirates. When one of the Wraiths is destroyed the other returns to the station to hide. The pirates will attempt to flee once they are effectively defeated. The player characters are under orders to eliminate them - if they do not the pirates will return at an inconvenient time. The GM can rule that the engagement occurs in the shadow of a planet if they want to make the engagement harder - the Wraiths gain bonuses in darkness.

Assuming the pirates are less capable crew than the player characters they should have a slight advantage in ship numbers or size, and they should not have more small craft than can be carried. (See Generic Ships Table and Pirate Ships Table for individual ship abilities.) The pirates will be accompanied by two Star Wraiths (of appropriate CR) at the start of the fight. The two Wraiths need not be of the same type, a master/servant relationship is very common.

The Station

Originally commissioned by the Admiralty, the station was built into a mostly rocky asteroid. Using archaic mining practices, the Admiralty's workers hollowed the asteroid out and the mine was abandoned. The Luceni Coalition's engineers saw an opportunity. They purchased the asteroid station for very little money and modernized it. Now the station is more a mobile mining ship and processing plant; no mining occurs on the station itself. Instead, asteroids are pulled near it so that a small fleet of remote-controlled drones can break them apart, ferrying chunks into the station's processing plant. The asteroid's hollowed out interior is used as storage space for processed minerals. (Only the station itself is pressurized, the asteroid is not.) A freighter visits every month to retrieve the monthly quorum. The station is equipped with salvaged engines and can very slowly reposition itself. The workers are mostly technicians and operators, maintaining and

controlling the fleet of mining drones and the station itself. Facilities on the station are modern and comfortable. The station relied on a single corvette and a bomber for defense. (Both were destroyed during the pirate attack.)

Boarding the Station

Once the player ship is done with the pirate ships and Star Wraiths the player characters must board the station and free the crew. The station has a docking bay where the ship can dock, this is where the characters enter the station map. The Luceni government provided the player characters with a map of the station which the players should be able to view at the start. If the player ship is equipped with an advanced sensor array the group will be able to determine (if they think to scan the station) that there is a concentration of life signs located near the life support units. The pirates are constantly moving around and the asteroid's thick rock walls are making it hard to get an accurate reading. What can be determined is that there is a higher concentration of them in the back of the base, near the reactor.

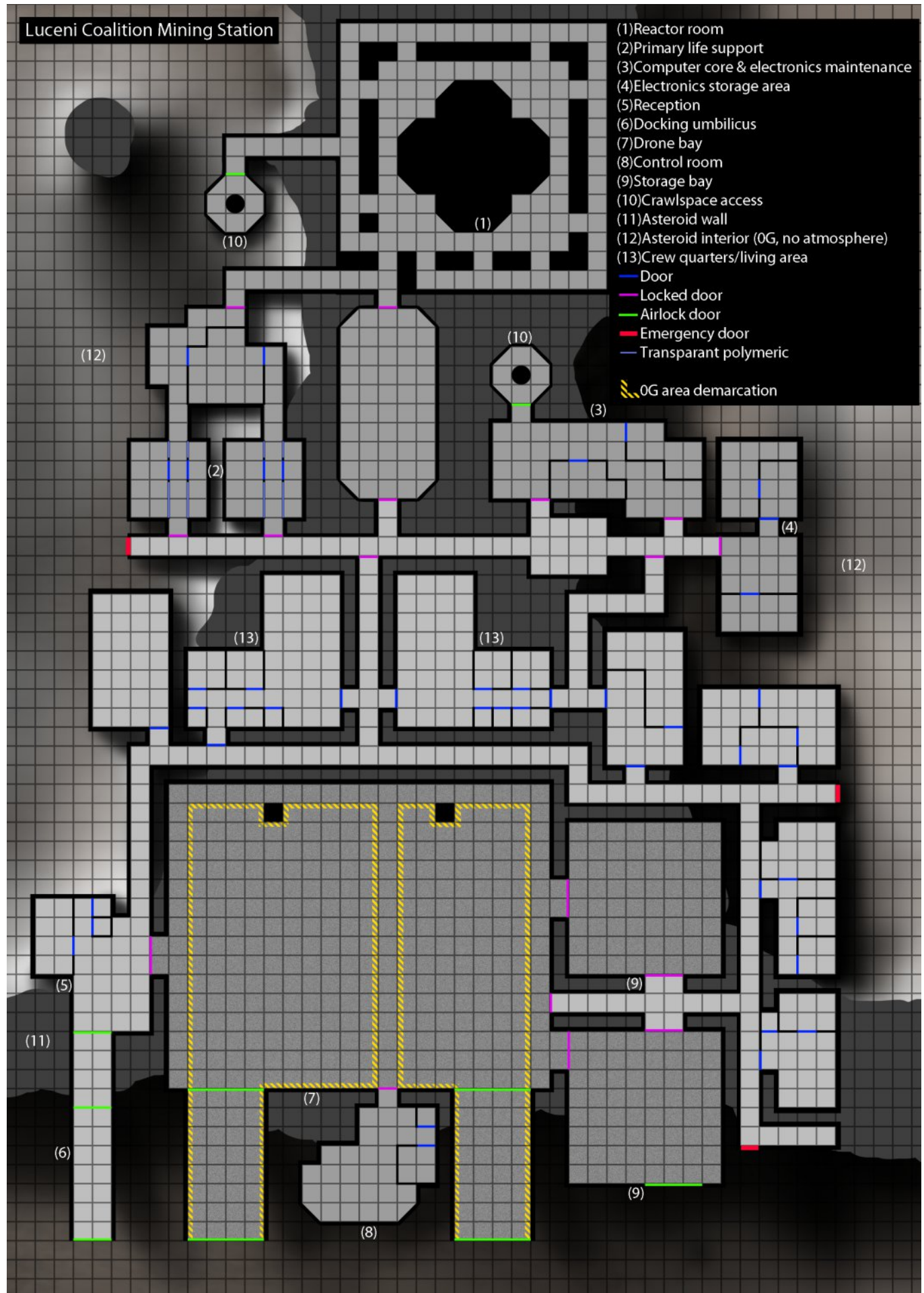
The Pirates

The pirates will attempt to ambush the player characters in the center area of the map, around the living areas. They will attempt to catch the characters in the corridor, using area effect weapons in the surprise round (if they get one) if the characters are clumped up. Otherwise the plan is to attack the group from two angles. They will not engage in a slugging match in a narrow corridor as they want to make full use of their melee abilities and numbers. Depending on how the attack unfolds the pirates will either push the characters back to the docking port or retreat into the reactor room to make their final stand.

The reactor occupies the center black area in the room. Using area effect weapons in the room may damage the reactor. The reactor will not explode or do anything harmful when destroyed, but the Luceni government will be very disappointed as the station will be offline until the reactor is repaired or replaced.

Because the Star Wraith has no cruise or rift drive it too will fight the player characters to the death - leaving the station would be suicide as there is a warship waiting outside. The Wraith will initially assume the player characters are there to recapture the station, and not think to use the prisoners as hostages. If the player characters make demands regarding the prisoners, the Wraith will realise their relevance and attempt to use them as leverage, threatening to kill them. Negotiating will be pointless however, once the players realise that the Wraith is going to devour the prisoners anyway. Even if it does not, releasing it will allow it to devour others later on. If the player characters take a long time finding the Wraith, it may attempt to hide in the asteroid interior. It is hoping a pirate ship will return for it later. The pirate troopers that are on the station are ultimately just slaves to the Wraith and though they have a degree of flexibility in interpreting

Luceni Coalition Mining Station



orders they must ultimately obey as they all have torture implants. The Wraith may attempt to sacrifice its pirate troops piecemeal to buy time until rescue can show up. There are other pirate ships in the area, whose captains will face punishment if they do not rescue the Wraith - it is left to GM discretion whether they will attempt a rescue or simply flee.

Wraith Slave Pirate

These pirates are former soldiers and mercenaries, captured by pirates and forcibly conscripted using Kurion technology. They are used primarily for boarding operations, where their augmentations are best suited. The modifications are crude, and taxing on the human body, resulting in a short operational lifespan. When not in use these cyborgs are placed in stasis tubes for preservation.

Cybernetic Claws - Feet

The cybernetic clawed feet allow the pirate to remain rooted to the floor, ignoring effects that might cause them to fall prone, including slippery surfaces and strong rushing air, allowing them to move at half speed in even the worst conditions. They also grant a +5 equipment bonus on Acrobatics and climb checks and +4 on CMD against trip attempts.

Cybernetic Claws - Hands

These pirates are optimized for close-quarters combat. Rather than have them carry an extra melee weapon, their forearms were replaced with cybernetic claws.

Rage

In combat the pirate's brain can be artificially overstimulated to generate a rage-like effect. +4 Str, +4 Con, +12hp, +2 Will save (morale), -2AC. Unlike a

Mining Drone		Wraith Slave Pirate (level 6 barbarian)	
CR:	5		6
XP reward:	1.600		2.400
Alignment:	neutral		cyborg: any, control chip: evil
Size and type:	Large Machine		Medium Humanoid (cyborg)
Initiative:	+1		+6
Senses:	Blindsight 240 ft.; Perception +0		Low-Light Vision; Perception +11
Defense			
Armor Class:	20, touch 11, flat-footed 18 (+2 Dex, +9 natural, -1 size)		18, touch 12, flat-footed 16 (+2 Dex, +6 natural)
Hit Points:	40 (2d20)		39 (6d12)
Saves:	Fort +1, Ref +9, Will +2		Fort +5, Ref +4, Will +1
			DR 2/-; Heavily Augmented; Unwilling Cyborg
Offense			
Speed:	fly 20 ft. (perfect, microgravity only)		40 ft.
Melee:	grappler +15/+10 (1d6+5)		2 claws +9 (1d6+2 / x3)
Ranged:	mining laser +10/+5 (3d6 fire), incr 40 ft.		assault rifle +10/+5 (2d8), incr 100 ft.
Space:	10 ft.		5 ft.
Reach:	10 ft. (50 ft. With grappler)		5 ft.
Special Attacks:	Pull		assault rifle +10 (autofire), 10x10 ft., (2d8), incr 30 ft. (optional) machinegun +10 (autofire), 10x10 ft. 4d6, incr 200 ft. (optional) rocket launcher (frag) 20 ft. radius, 5d6 piercing, 5d6 fire dmg, reflex DC 15 half.
Statistics			
Abilities:	Str 24, Dex 14, Con -, Int -, Wis -, Cha -		Str 14, Dex 15, Con 11, Int 12, Wis 8, Cha 9
BaB:	+8		+6
CMB:	+16		+8
CMD:	28		20 (24 vs trip)
Feats:	-		Heavy Weapons Proficiency, Improved Initiative Personal Firearms Proficiency, Weapon Focus: Claws
Skills:	-		Acrobatics +19, Climb +19, Disable Device +11, Perception +11, Ride +14, Stealth +11
languages:	-		Common, Necril
SQ:	Remote-Controlled		Clawed Feet, Space Modifications, Rage 14 rounds/day (Knockback, Knockdown, No Escape), Improved Uncanny Dodge, Trap Sense +2
Gear:	-		assault rifle with holographic sight, 4 spare magazines, or machinegun +200 rounds, or rocket launcher +1d3 rockets
Ecology			
Environment:	Asteroids and mining facilities		Space
Organisation:	Any		Group (3-6), usually as part of boarding team
Treasure:	parts worth 1d100x100 credits		none

traditional barbarian, this type of cyborg does not become fatigued when the rage ends, nor is there a time limit. Instead they suffer 1 point of damage at the end of every round in which rage is active. While raging, in addition to the normal penalties, the cyborg can not be healed in any way, nor can it use ranged weapons.

Space Modifications

The pirate is permanently sealed into their armored suit, which is bonded to their skin. This is cheaper than a cybernetic body and saves weight compared to a normal sealed suit. The pirate suffers no ill effects from short spacewalks.

Weapons

Each slave pirate carries either an assault rifle, a machinegun, or a rocket launcher, the attacks are all listed in the same entry to avoid duplication. The rockets used are high explosive rather than armor piercing.

Mining Drones

The drones are equipped with mining lasers and grappling hooks on cables, and were built as cheaply as possible. Therefore they carry no on-board power generators and have to return to the station every 24 hours for a recharge. They have no repulsors either; the drone bay and airlocks have specific areas where gravity can be disabled, and the drones can then be flown in and gently lowered on lorries for maintenance. When the player characters arrive at the station, most of the drones have already been stolen by the pirates. The pirates will use the remaining drones to attack if the characters enter the drone bay. As the drones have no repulsors they can not leave the OG areas without becoming helpless. The OG areas are marked and can be switched on and off from the control room.

Pull

After a successful grappler attack, the drone pulls the target towards itself in 10 ft. increments. The drone attempts a Drag Combat Maneuver at +16. If it somehow looks like the drone will be pulled out of the OG area, the operator will release the grip. If they think to do so, a DC 15 dexterity check will allow a recently released character to grab the cable and pull the drone out of the OG area, provided they won the tug-of-war, and the drone is near the demarcation. The operator can always choose whether or not to use this pulling ability, the grapplers can be fired as fists as well. Either way, after the attack and tug of war has been resolved, the grapplers release and are pulled back into the drone, victims are not held for any length of time.

Remote Controlled

The drones are remote-controlled via radio signal from the rear of the base by pirates and can be hacked with a full-round DC 28 computer use check by a character with a computer and a wireless network connection. If the hacking is successful the drone will

stop attacking. It can be remote-controlled as a full-round action by a character. It will gain that character's Base Attack Bonus.

Odif

Odif is the result of one of the Star Wraiths' boredom on long uneventful journeys. The Wraith absorbed a dog's energy in an attempt to create a dog-wraith. The attempt was unsuccessful: The dog became a particularly vicious ghast that has since been cybernetically augmented - again by the bored wraith - and turned into a semi-loyal attack dog with a built-in jammer and two additional mechanical claws on its back. During their operation on the station, the pirates lost control of Odif and he ran off. Odif will attack the party soon after they board and will fight until he is destroyed. Odif has not been rotting long enough to have developed a ghast's typical stench.

(optional) The pirates remain in control of Odif and use him to attack the player characters from behind one round after they engage them. They may even have multiple Odifs.

(Ghast abilities: Open Game Content, source: SRD.)
•Ghoul fever (bite attack only): Supernatural disease, fortitude DC 15, incubation period 1 day, damage 1d3 Con and 1d3 Dex.

Odif	
CR:	8
XP reward:	4.800
Alignment:	chaotic evil
Size and type:	Large Undead
Initiative:	+4
Senses:	Darkvision 60 ft.; Perception +8
Aura:	Jammer
Defense	
Armor Class:	17, touch 13, flat-footed 13 (+4 Dex, +4 natural, -1 size)
Hit Points:	68 (15d8)
Saves:	Fort +3, Ref +11, Will +8
Undead Traits	
Offense	
Speed:	40 ft.
Melee:	Bite +12 (2d6+6 plus ghoul fever, paralysis), and 4 claws +10 (1d8+3)
Space:	10 ft.
Reach:	5 ft.
Special Attacks:	Ghoul Fever, Paralysis
Statistics	
Abilities:	Str 22, Dex 18, Con -, Int 3, Wis 12, Cha 7
BaB:	+7
CMB:	+14
CMD:	28
Feats:	Multiattack, Power Attack, Improved Bull Rush, Awesome Blow
Skills:	Perception +8
Ecology	
Environment:	Any
Organisation:	Any
Treasure:	parts worth 2d200x1.000 credits

- Paralysis (bite only): Fortitude DC 15 or be paralyzed for 1d4+1 rounds.
- Awesome blow (medium size or smaller targets): -4 on attack, upon a hit, target must make reflex save (DC is net damage dealt) or be knocked back 10 ft. and land prone. (If path is blocked, target and blocking object each suffer 1d6 damage.)
- Jammer: Odif carries a small jammer on his back. This jammer blocks all radio communication within a 60 ft. Radius. The effect does not penetrate the station's thick walls. Instead it will come into effect once the room containing Odif is opened. The jammer also interferes with sensors. The room Odif is in shows up on the sensor screen as a blob of static.

Centipedes

The pirates have two Living Machine Centipedes, controlled via psionic collars. The centipedes were brought on board the station, where they were to hide disguised as crates. The pirates were planning to use the centipedes to infiltrate vessels that dock with the station, hopefully allowing them to capture said vessels.

The centipedes can be hiding in any room the GM wants, though they would logically be near the docking port. Once the player characters have passed, the centipedes will attempt to cross the docking port by pressing the call button by the door and projecting a holographic image of some members of the party. (This will be attempted only if the ship remains docked. If the ship is equipped with an advanced sensor array, a simple scan will reveal what is really at the door.) If that fails, if the centipedes are discovered, or if the Wraith and pirates feel sufficiently threatened, the centipedes will be made to ambush the group, preferably in a joint attack with the pirates.

Doors

- At the time the player characters board the station, the pirates control all the locked doors. They can be opened and closed remotely, for instance to distract or confuse their enemy, or to let the mining drones fire into adjacent rooms and corridors. As the player characters override doors they assume control and gain that ability. Hacking a door requires a DC 27 *Computer Use* or *Disable Device* check. Internal doors have 40 hit points and hardness 10.
- The airlock doors have safety systems that prevent them from exposing the station interior to space. The pirates have not had time to override the safety systems yet. The airlocks have control panels that can be accessed in order to open or close the doors. For normal operation of an airlock, no check is required. Disabling the safety system requires a DC 27 *Computer Use* or *Disable Device* check. Airlock doors have 100 hit points and hardness 20.
- Unlocked doors were either damaged during the initial boarding operation or have no locking mechanism. Taking this ability away from the pirates requires a DC 15 *Computer Use* check at each door.

Emergency Door Traps

Though the station is built into the asteroid wall, the components are standard modules and there are several points where future expansions can be added. Until then, these points are merely emergency exits. During the space battle, the pirates that were left stranded on the station hastily planted explosives at each of the three emergency doors and connected them to motion sensors. (Optional: The pirates have left wallets or credits near them as bait.) The sensors have a range of 20 ft. Detecting the motion sensors requires a DC 18 Perception check. Approaching a motion sensor safely requires moving no faster than 5 ft. per round. Then either a DC 25 Disable Device or a DC 28 Computer Use check is required to deactivate it. Shooting the sensor is a risky choice as there is a 50% chance that will set the trap off. The sensor has an AC of 8 and 1 hit point.

Should an explosive go off, characters within 10 ft. suffer 6d6 fire damage (reflex 17 half) and the emergency door will be blown clear. Immediately thereafter and for four subsequent rounds the GM rolls Drag checks (CMB +20 in the first round, +15 in the second round, +10 in the third round, +5 in the fourth round) as the air pulls the characters out in 15 ft. increments. The pirates are using cybernetic claws to firmly attach themselves to the floor, allowing them to move at 20 ft. per round and ignore the outrushing air. During this period base movement speed is reduced by 20 ft. per round. Should any characters be expelled they will continue to float away at 15 ft. per round unless their suit is equipped with maneuvering thrusters. (The default is for space suits to be equipped with such.) If the character is thrown into the asteroid interior they will soon hit a wall and be able to jump back. If the character is thrown into space and they have no RCS the ship will need to retrieve them or provide a springboard for them to jump back. The pirates have disabled the emergency bulkheads and depressurization protection systems, meaning any door that is not an airlock by default will not stop the out-rushing air. It takes 5 rounds for the station to become depressurized. The only section not depressurized is the primary life support section - that is where the remaining prisoners are stored, and the Star Wraith wants to preserve its food supply.

(optional) The pirates have decided to take a more proactive role and attack the player characters as they struggle against the out-rushing air.

The Undead

The Wraiths have fed on half the crew members already. (GM discretion) Most of the victims' bodies were spaced but since the player characters' ship arrived the pirates have been too busy to clean up the remaining corpses, which were piled up in the asteroid interior. Once the player characters set off one of the emergency door traps the ghouls and/or ghosts will enter through the hole and attack the living inside. (The exact number and type of ghosts and/or ghouls is left to GM discretion.)

Ghoul (source: PRD)		Ghast (source: PRD)	
CR:	1		2
XP reward:	400		600
Alignment:	chaotic evil		chaotic evil
Size and type:	Medium Undead		Medium Undead
Initiative:	+2		+4
Senses:	Darkvision 60 ft.; Perception +7		Darkvision 60 ft.; Perception +9
Defense			
Armor Class:	14, touch 12, flat-footed 12 (+2 Dex, +2 natural)		18, touch 14, flat-footed 14 (+4 Dex, +4 natural)
Hit Points:	13 (2d8+4)		17 (2d8+8)
Saves:	Fort +2, Ref +2, Will +5		Fort +4, Ref +4, Will +7
	Channel Resistance +2; Undead Traits		Channel Resistance +2; Undead Traits
Offense			
Speed:	30 ft.		30 ft.
Melee:	bite +3 (1d6+1 plus disease and paralysis), and 2 claws +3 (1d6+1 plus paralysis)		bite +5 (1d6+3 plus disease and paralysis), and 2 claws +5 (1d6+3 plus paralysis)
Special Attacks:	Paralysis (1d4+1 rounds, DC 13, elves are immune to this affect)		Paralysis (1d4+1 rounds, DC 15, affects elves normally), Stench 10 ft. Radius, sickened for 1d6+4 minutes, DC 15 Fort
Statistics			
Abilities:	Str 13, Dex 15, Con -, Int 13, Wis 14, Cha 14		Str 17, Dex 19, Con -, Int 17, Wis 18, Cha 18
BaB:	+1		+1
CMB:	+2		+4
CMD:	14		18
Feats:	Weapon Finesse		Weapon Finesse
Skills:	Acrobatics +4, Climb +6, Perception +7, Stealth +7, Swim +3		Acrobatics +6, Climb +8, Perception +9, Stealth +9, Swim +4
languages:	Common		Common
Ecology			
Environment:	Any land		Any land
Organisation:	Solitary, gang (2–4), or pack (7–12)		Solitary, gang (2–4), or pack (7–12)
Treasure:	standard		standard
Disease: Ghoul Fever: Bite-injury; save Fort DC 13; onset 1 day; frequency 1/day; effect 1d3 Con and 1d3 Dex damage; cure 2 consecutive saves. The save DC is Charisma-based.			

The Prisoners

The remaining prisoners are all tied and taped up and have been left next to the life support units. Should the player characters enter the primary life support area they will be able to see the prisoners piled up behind transparent walls. The rooms they are in are hermetically sealed and will not decompress in case of a hull breach. (Of course, if the players decide to open the doors to the sealed areas after the station was depressurized, the air will rush out regardless and kill the prisoners.)

The Crawlspace

Part of the original installation that is no longer in use can be accessed via two airlocks. There is nothing of interest in this area, it is not even pressurized, but it can be used to reach the reactor room. (It can also serve as an escape route for the pirates and the Wraith.)

Outcome

Once inside, the group finds out that the pirates have been feeding the crew to the Star Wraiths. Communication logs on the pirates reveal that the Wraiths had hired the pirates to capture the station so they can devour the crew's life essence, as well as provide convenient transportation. The 'hiring' turned out to be less voluntary than expected - the pirates are

now serving the Star Wraiths, and not willingly. The Wraiths were counting on the Admiralty's ships being too slow to intervene in time, not realising that the station was not owned by the Admiralty or any of its members.

How the mission unfolds will affect the player characters' reputation and future contracts. The public will hail the player characters as heroes depending on how many crew members they rescue whereas the government will award future contracts based on how much of the station and equipment was recovered intact. If the group kills all pirates with extreme prejudice they will be viewed as efficient killers or bloodthirsty idiots, depending on the mission's success. If the group strictly upholds traditional rules of engagement they will be considered to be honorable or naive, again depending on the mission's success. The group's combat prowess will be judged depending on the percentage of pirates and Star Wraiths that were killed or captured.

Mission - Rift Drive Component Retrieval

Premise

A Kurion propaganda channel, 'Hunters and Hunted' has announced that it will soon be broadcasting a live event where noblemen will compete against each other to collect components for a psionic rift drive. The location is kept secret but the show host hints that a significant amount of firepower will be on display.

The player characters will need to stop the Kurion from obtaining the rift drive components. If they do not, there is a chance the Kurion will have enough to assemble a complete rift drive, giving them a major strategic asset. If the players are unmotivated by this they could simply be hired to perform the job or perhaps they want the components for themselves.

Outline

The first step is to find out where the rift drive components are going to be collected. If the characters were hired they will be instructed to first infiltrate one of the propaganda network's buildings and hack into the database. This does not need to be the network center, any relay station will do.

During the infiltration attempt, the characters will have the opportunity to hack into the data stream and determine the location. They will also have the opportunity to plant a temporary override into the system, allowing them to control the broadcast and prevent the network from changing programs, shutting off, or switching to commercials for a period of ten minutes.

The second step is to proceed to the location where the rift drive components are and either engage the Kurion directly or attempt to snag the components out from under their noses. This is the only phase where ship to ship combat occurs. The players will have to contend with both Kurion ships and Living Machines.

The primary objective is to prevent the Kurion from obtaining rift drive components. A secondary objective can be to obtain flight recorder data from the ships containing the rift drive components.

Rewards

The first and most obvious 'reward' is the Kurion military not having a rift drive. With it, they would be able to launch strikes against star systems without having to deal with defenses near jump points or travel times. While some other militaries already have such capabilities, Kurion High Command tends to be insane and a rift drive in their hands could be disastrous and lead to all-out war.

The second reward is monetary. The player characters can be rewarded per component they retrieve and there is salvage to be obtained in the wrecks if there is time to obtain it; the potential revenue should be on the order of millions of credits at least.

The third reward can be in items. If the player characters are not working for a third party they could

keep the rift drive components for themselves, in the long run gathering enough to build a functioning rift drive. (GM discretion) The mission also requires a stealth system. If they are hired by a third party who supplies the stealth system, the player characters could be 'paid' by being allowed to keep it.

The fourth reward takes the form of spoils of war. Depending on how the mission unfolds there can be several destroyed ships in the player characters' wake, with a chance of valuable and/or useful salvage.

Requirements

The player characters will need a combat capable ship. Depending on how many enemy ships the GM intends to throw at them, it should be in the 50d20 to 90d20 range. Much less and the mission becomes a stealth job where a single slip-up results in the entire party dying, much more and the players will end up steamrolling the enemy. It is recommended that a few reliable (hired) NPCs be on hand to manage the ship while the player characters are away. The player characters themselves should be around level 6-9 though this will vary between groups and what the GM considers to be a proper challenge. The only real requirement of the player characters is that they are able to handle themselves in both personal combat and ship operation.

A final and very important requirement is that the player characters' ship be equipped with a stealth system. As the mission takes place in Kurion controlled space the player characters will need to keep their presence a secret or face endless waves of Kurion warships.

Allies/Employers

Hazioth secret service: Might be willing to hire the player characters but only if they have a proven track record of reliability and competence.

Tajano rebels: They might contact the player characters and attempt to recruit them. The only requirement is that the player characters have a reputation for valuing justice. The rebels can offer no monetary reward but could offer a stealth system as reward.

Altarian Admiralty: The player characters will be thoroughly interrogated and investigated before being hired for this job. The Admiralty might offer a gold or magic item reward but has little in the way of technology to offer, let alone stealth systems.

Kurion Network Announcement

The Kurion propaganda network's logo spins into view. The words 'Hunters & Hunted' in thick gold poorly rendered CGI letters with stock footage fireworks in the background. A pair of commentators or news anchors - if there really is a difference at this point - come into view. A neatly groomed man with short brown hair and a moustache and a skinny blond woman. Both are wearing grey outfits that are halfway between a business suit and a uniform. The man starts talking

at his usual rapid pace. "Good afternoon ladies and gentlemen. Today we have a very special announcement that will surely wet the appetites of all fans of the glorious nobility's military. Jean?" The woman takes over, more calmly. "That's right Johnny. Two weeks from now, three of Tajano's finest members of the noble race will compete against each other in this season's finals. The goal will be to collect parts for the military's next psionic rift drive. The contestant who retrieves the most parts will win a fifty million credit prize, plus a very nice castle on the other side of the planet. Johnny?" The man takes over. "Very nice indeed Jean. In the next two weeks we will pit nobleman against nobleman as we thin the roster and see just who gets to be in the finals. Tonight's battle will be an exciting skirmish as our two champions attack a rebel stronghold. Whoever scores the most will make it to the next round and competes against yesterday's victor, Lord Hedgewig the Third." The screen shows the faces of tonight's contestants, smug and unpleasant. Below them a listing of the forces at their disposal. Fifty 'implants', ten tripods, and two hoverships. The noblemen themselves will not be fighting even though it is well known their robotic bodies are comparable to a small mecha in durability and firepower. The past week's roster is shown with a brief explanation of who is who, then the channel cuts to commercials. Does anyone on Tajano actually have any money to buy these products or are the commercials themselves also propaganda?

Phase 1 - Infiltrating the Relay Station

The Kurion rely on massive jamming stations in orbit in order to censor all foreign media. This however also forces them to place broadcasting and relay stations throughout their territories in order to reach their own subjects. And, they cannot place an entire garrison at each. The default base for this mission can be found in an extremely dilapidated area in Solnius, the smallest of the three Kurion cities on Tajano, but there are many similar bases in each city.

This mission requires the player characters to disembark from their ship and make their way to a Kurion city on foot or in a ground vehicle. The land outside Solnius and the other cities is empty desert wasteland and a stealthed ship should be able to hide there while the characters are in the city. Firing ship weapons carries the risk of immediate detection. It is advisable to have reliable NPCs take care of the ship while the players are away and perhaps move it should a patrol come too close for comfort. If the ship is detected the Kurion will scramble large numbers of fighters and corvettes to attack it; if the ship is fast enough it should be able to move out of sensor range and hide again but the Kurion will remain on high alert.

The player characters must somehow make it to a control terminal inside the station and hack into the system in order to find out where the Kurion intend to retrieve the rift drive components.

The Compound

The relay station is a simple modular steel and polymeric alloy building, two floors high and topped with a relatively low tech tranciever array. It is surrounded by a thirty foot clearing, then a 10 ft. high electrified chain link fence topped with razor wire. Several ruined buildings surround the station, sections of wall around four foot high remain and could serve as cover. There is a single entrance into the compound; a simple steel barred door in the fence with electronic lock. The building can be accessed through a door with an electronic lock, and a hatch on the second floor, also with electronic lock. There are security cameras and lights around the building, but no infrared or other sensors. Cyborg Slave soldiers patrol the perimeter and roof of the building while Enforcer Tripods are stationed around the compound. These guards are there primarily to protect the station from random thugs and marauders, the GM can always give the station heavier defenses if the player characters are more powerful. Should the characters be discovered while attempting to infiltrate the facility they have 5 minutes to complete their data recovery and disappear into the city before reinforcements arrive. Using brute force to gain access to the information should be a viable option if the group is chronically unable to be stealthy, though a frontal assault will mean they are on a timer as enemy reinforcements will be en-route.

Security Systems

The security systems are not wireless, and are controlled from the control room inside the building. Hacking into the security cameras is not possible from a distance and they cover the entire perimeter. However, it is a relatively simple system, archaic by the setting's standards, operating only in the visual spectrum and relying on a human guard on the inside watching the feed. Either *Invisibility* or *Invisibility to Machines* will allow one to pass undetected.

The fence is electrified, dealing 3d6 electric damage per round to anyone touching it. Attempting to climb over it takes one round and requires a DC 25 Climb check and deals 2d6 slashing damage regardless of success. Short-circuiting the fence is relatively easy but will set off an alarm and guards will rush to the shorted location.

There are electronic locks on the gate in the fence, the building front door, the hatch on the second floor, the interior door leading to the reactor, and the interior door leading to the control room. Each has a unique four digit code, known to all on-site personnel, entering the wrong code will set off an alarm. A one-round DC 30 Computer Use check or a DC 30 Disable Device check will allow a character to bypass security and open the lock. Failure by 5 points or more will trigger the alarm.

It should be noted that Kurion alarm systems are silent - they are transmitted via radio signal to all cyborg slaves in the area through their control implants. A DC 25 Computer Use check will alert a character with a radio receiver that there is increased activity on

the Kurion cyborg control network's frequencies.

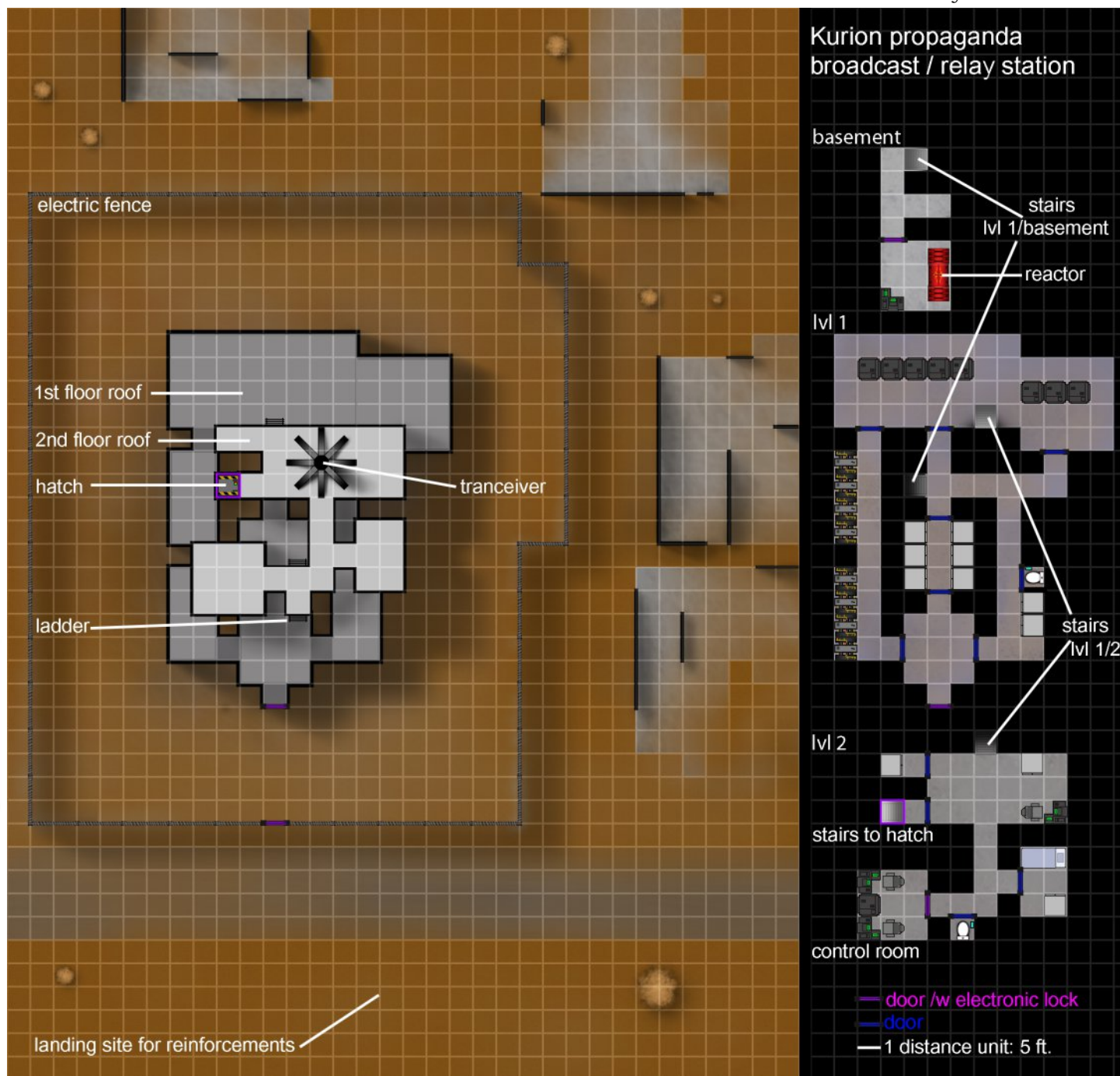
Guards

The guards are not part of the building's security system. They are controlled from a military control station elsewhere in the city. Unless they are attacked by an organised force or with heavy weapons they will report incidents only to the relay station's control room. In the case of a serious threat they will instead report it to both the control room and nearby military garrison. Said garrison will immediately send reinforcements which will arrive 5 minutes later. The type and number of units sent should be enough to make the players not want to engage them. While the players would not know what reinforcements are being sent, or even that the guards called for them, they should at least be

informed at the start of the mission that the garrison is 5 minutes away and well-stocked on whatever the players do not like dealing with.

Generator

The building has its own power source, an ancient fusion reactor system that requires minimal maintenance and generates enough electricity to power a small facility. It is not very tamper-proof. Once characters gain access to the room it is in, a DC 20 Disable Device or DC 25 Computer Use check will allow them to reduce output enough to power down the security systems. It will also stop the broadcast, alerting the rest of the network to the problem, but hiccups are common enough with old systems such as these that this will not immediately trigger an armed response. The operator in the control room will initiate a system reset that



takes 5 minutes. If the characters however cause physical damage to the reactor it will trigger an alarm (and also shut down the security system). Guards and maintenance personnel will rush to the reactor room.

Control Room

Should the characters make it to the control room without being detected they will still need to deal with the operators there. They are not combat personnel and will not put up much of a fight but unless the characters kill them they will inform their superiors of what they think happened. Unless they have reason to be concerned they will be in their chairs facing their monitors. No amount of promises, threats, or bribery will convince the operators to cooperate with the player characters. The operators both have control implants and fear torture far too much to risk offending their masters. If the player characters manage to subdue the operators and later perform surgery on them, freeing them of their control implants, they will gladly assist in any way they can (Computer Use +8, Repair +8) until the mission is over after which they can continue to provide the rebellion, the Haziioth government, or the Altarian Admiralty with information on Kurion propaganda practices and communication networks.

The computer systems are obsolete civilian models imported from other worlds. There are three things the player characters can do here through hacking. Failure of a hacking attempt by 5 points or more will cause an alert to be sent to the network center. Taking 10 or 20 is not possible but attempts can be repeated as often as needed.

A DC 25 Computer Use check grants the characters access to the database. The location of the season finale's rift drive components is revealed as well as what military assets will be deployed, and the threats they will face.

A DC 27 Computer Use check grants the characters access to the security system. Once inside they can

alter logs, delete recordings, fabricate fake ones, temporarily disable the security system, whatever they feel is needed to escape the facility unnoticed.

A DC 30 Computer Use check allows one to hack deeper into the system and plant a back door in the network center that can at a later time be used to assume control over the entire network for ten minutes. This hacking attempt, successful or not, reveals that the show studio and hosts are CGI, animated in real-time via motion capture. Even the voices are artificial. A small number of actors play all the roles on the network, except the Kurion noblemen themselves, who are recorded at various studios across the empire. This is due to light lag - it is not practical to carry an entire studio wherever the show happens to be, therefore a pair of replaceable actors with motion capture equipment are used on site to commentate live while the fight occurs. The broadcast as a whole still arrives at a later time due to light lag but this way it arrives at all locations with commentary. If the player characters succeed in planting a back door into the network they can at a later time assume control over the broadcast and CGI characters and have them do or say whatever they please, as well as change their appearance.

Escape

Once the characters have the information they need they must leave the facility either undetected or before enemy reinforcements arrive. Unless they are wearing power armor or driving a conspicuous vehicle they should be able to disappear into the endless slums and later return to their ship. Unless the characters make their intentions known to the guards or operators, or were recognized, Kurion high command will assume the attack was the work of rebels attempting to sabotage the propaganda system.

Mobile Mine	Gun Turret
Neutral Small Machine (AI Controlled)	Neutral Medium Machine (AI Controlled, Stationary)
Initiative: +6	Initiative +0
Senses: Perception +7	Senses: Perception +7
Defense	Defense
AC 13, touch 13, flat-footed 11 (+2 dex, +1 size)	AC 7, touch 5, flat-footed 7 (+2 natural, -5 stationary)
Hit Points: 2 (1d4)	Hit Points: 20 (1d20)
Saves: Fort +0, Ref +4, Will +0	Saves: Fort +0, Ref -, Will +0
Offense	Offense
Speed: 15 ft.	Speed 0 ft.
Special Attacks: Detonate	Ranged: laser +5 (2d10 fire), incr 60 ft.
Statistics	Statistics
Abilities: Str 10, Dex 14, Con -, Int -, Wis -, Cha -	-
BaB +0; CMB +0; CMD 12	BaB +5
Feats: Improved Initiative	-
Skills: Perception +7	Perception +7
SQ: Holo Camouflage, IFF Targetting	SQ: Stationary, Image Recognition Targetting
Detonate: 2d6 piercing +3d6 fire, reflex DC 16 half	
Holo Camouflage: (only when stationary for 3 rounds or more) Spot check DC 18 to detect the mine.	
IFF (Identify Friend or Foe) Targetting: Mobile mines are not networked to the security system when deployed. Instead they rely on an IFF system - every humanoid heat signature without a control implant broadcasting a specific and alternating signal is a target. Mimicking this signal requires a DC 24 Computer Use check and a radio communication device. A full-round check fools the IFF system for all mines for 1 minute (10 rounds).	

Phase 2 - Obtaining the Rift Drive Components

The Location

The data from the relay station reveals where the Kurion intend to recover the rift drive components. DHX-2013: one of several small lumps of ice in Tajano's vicinity, infested with Living Machines and riddled with tunnels. The database reveals that a Corinthian fleet, equipped with rift drives, must have accidentally jumped into the ice lump during the last war, destroying their ships in the process. Their target was a Kurion Living Machine research and development station inside the lump. The station was lost when the Living Machines broke free and because there are Nurseries deep inside the ice, the Living Machine infestation has proven hard to weed out - too hard to justify the expense, until now. Psionic interference makes long range targeting impossible. The Kurion military has devoted a small fleet of expendable ships to thin out the Living Machines before a group of more capable ships recovers the rift drive components. There is no information in the database on the fleet's progress. The recovery itself will be broadcast live, and most unusually, the noblemen who take part in the contest will actually be on their ships. This likely means that by the time the contest begins, most of the 'LMs' will have been eradicated.

The players can choose to attack the ice lump early, but they will have to face larger numbers of both Living Machines and disposable Kurion corvettes and fighters. If they choose to wait for the show to commence they will only have to contend with the three contestants' ships (which are individually more powerful than the corvettes and fighters) and the remaining Living Machines. Not only that, they will be able to monitor their enemies' progress live, giving them a tactical advantage in an environment that makes scanning difficult. Depending on how much advance warning the players were given and how long it took to discover the location, they may not be able to wait at all. The GM may start this phase of the mission with one or more component already in possession of the contestants; the players would then have to destroy or board the enemy ship in order to have a chance at retrieving the components.

The rest of the mission is written with the assumption that the players make their move during the show, when overall enemy numbers are at their lowest. Both the Kurion fleet and Living Machines will be largely depleted. If the players attack earlier, the GM should add more ships to the enemy ranks and not apply the show rules.

The Ice Lump

The object in which the second part of the mission takes place is a 6.5 kilometer, roughly spherical lump of ice. There are tunnels running through it, originally dug by the Living Machines when they were still under Kurion control. The object is structurally stable, has negligible gravity and no atmosphere. Due to many

years of Living Machine infestation and a psionic rift drive mishap, the ice has become infused with psionic fields. Scanning through the ice is impossible but once a ship enters the ice lump the psionic signatures of the surviving rift drive components become visible on scanners. This does not impart information on enemy ship movements or tunnel layout, it merely shows the position of each rift drive component. If a component is taken on board a ship, its movements will be visible on the scanners of all other ships. The psionic fields emitted by the components are otherwise harmless. Once a ship containing rift drive components leaves the ice lump the psionic signatures stop resonating with the ice and can no longer be detected. Stealth systems function normally inside the ice lump and a ship can hide its presence even more effectively by landing on an ice wall and using it to bleed off heat. (+5 to detection DC, but ship can not take any action and is flat footed.) Unless a stealth ship actually turns invisible however, an enemy crew can still see it with view screens or windows. The GM can in that case make the pilot and enemy sensor operator roll Perception and Stealth checks.

In several locations the corridors are filled with a cloud of ice particles. Ships passing through these fields do not suffer damage but cause a wake that other ships can detect. Any ship moving faster than speed 3 is automatically detected by any other ship that has a line of sight. Ships that are moving at a speed of 1 or are stationary however are harder to detect than normal. The detection DC of stealth ships is increased by 5 and non-stealth ships require a DC 20 Computer Use check to be detected. The ice particles also grant ship an additional means of heat dissipation. While inside the field shields regenerate at double speed (or a minimum of 5 points per round if she shield does not normally regenerate).

Living Machine Ships

Inside the ice lump are two Nursery ships. Unless attacked directly they will merely remain stationary and produce more ships. Each is guarded by a group of Jumper fighters which will attack any ship that gets too close. There is debris floating in the tunnels leading towards them, both Kurion and Living Machine, but a quick scan indicates the Kurion suffered disproportionate losses.

The remaining Living Machines form groups, each loyal to one of the two Nursery ships. They maintain their territories and do not cross into that of the other side. they will attack the player characters' ship and the Kurion indiscriminately and prioritize them over Living Machines from the opposing faction.

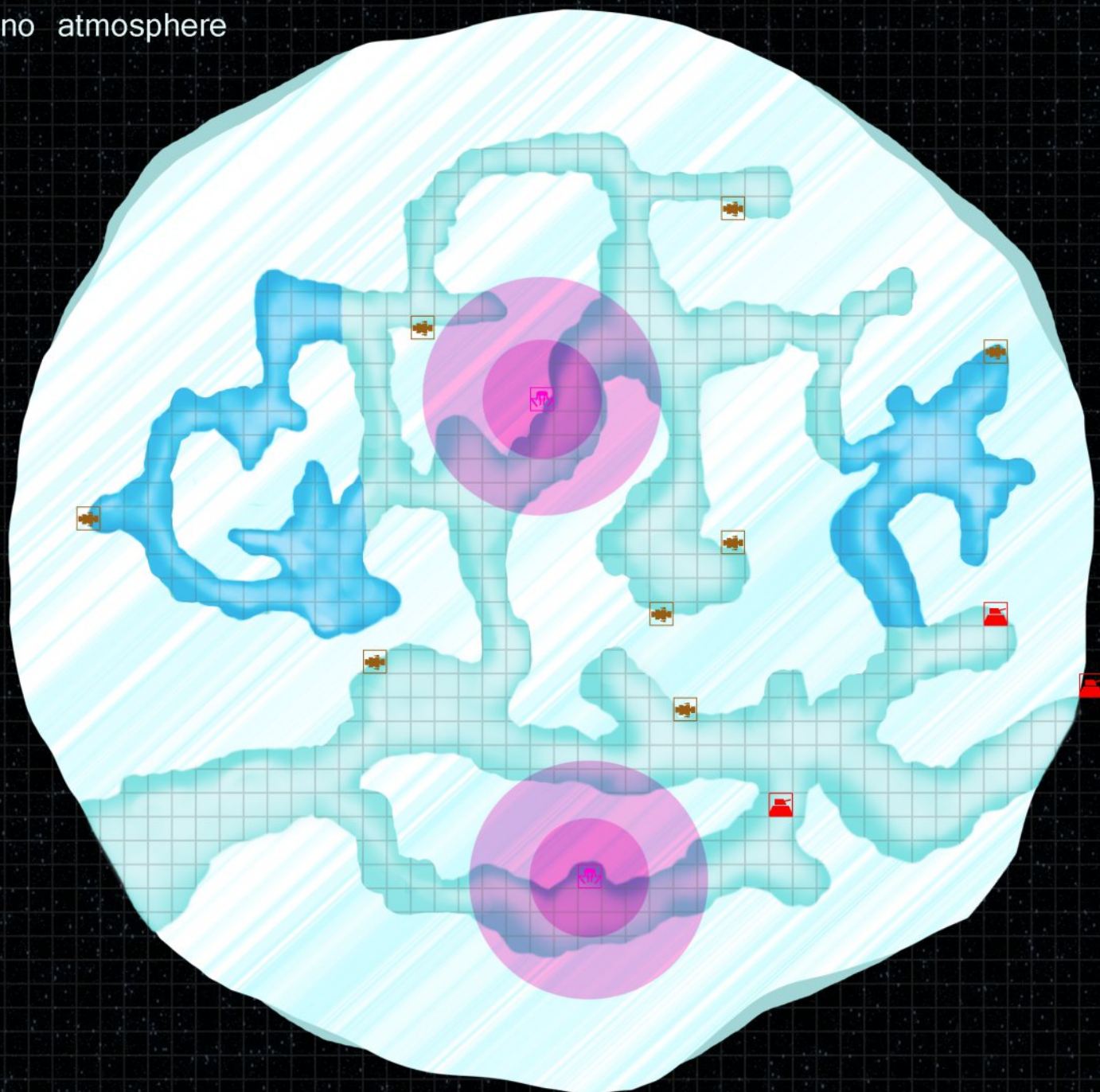
The Nursery ships emanate a different psionic disruption field than the ground-based Nurseries. The crew of a ship that closes within 4.000 ft. (field strength 1) will experience hallucinations. Upon first entering the field, each member of the crew must succeed on a DC 17 will save. Those who fail will suffer a -2 penalty on all attack rolls and skill checks. If the ship closes to within 2.000 ft. (field strength 2) the hallucinations

DHX-2013

Living Machine infestation

no gravity

no atmosphere



 Kurion defense platform

 Living Machine nursery ship

 derelict Corinthian ship

 ice particle field

 psionic disruption field strength 1

 psionic disruption field strength 2

— 1 distance unit: 1000 ft.

intensify and can become physically real enough to cause injury and damage. Those who failed their saving throw are at risk of conjuring hostile creatures and objects onto the bridge. Every round the ship remains within the field GM rolls a d100. On a roll of 1-90 nothing happens and the characters who failed their save continue to suffer the penalties of field strength 1. On a roll of 91-100 the GM plants a Living Machine hallucination on the bridge (unless all characters succeeded on their will saves). This hallucination has half the hit points and no hardness of the normal version but deals full damage. Upon being destroyed it vanishes. If a ship battle is occurring the Hallucination acts on the initiative of the Living Machines outside. Exactly which Living Machine is used is left to GM discretion but it is intended as a distraction, not the main engagement and should not be powerful enough to quickly kill the entire bridge crew. The hallucination disappears as soon as the ship leaves the psionic disruption field but unless it was killed it will reappear as soon as the ship re-enters the field. Each character who fails their save can only conjure a single hallucination per hour.

If a character succeeds on their saving throw they can not be affected by that field for the next 24 hours. If they failed they will be affected by it as long as they remain inside the field. Leaving and re-entering it does not permit a new save.

Kurion Ships

The Kurion have three main ships, each with a nobleman as captain. The ship types the Kurion make available for the contest should be ones the players have a reasonable chance of beating in a one on one engagement without suffering catastrophic damage. Depending on the player characters' ship and capabilities, those can be either generic corvettes or frigates, or Fox Hunt destroyers. Whichever ship types the GM chooses, each needs to be a traditional ship with interior space. In addition (optional) the Kurion have a stealthed tender nearby that carries light and ultralight expendable ships to be used as reinforcements during the contest.

There are also a few small defense installations planted on the ice near the entrance. They are specially modified to use the ice to bleed off heat allowing their laser weapons to fire more frequently than normal. Because they are stationary, once the players know their location, they can stay outside their line of sight and fire missiles at the location until they are confident the installations are destroyed. The installations have no interior and can not be boarded.

Contestants

The noblemen will likely not cooperate if they are attacked as they are

competing and may even assume the player ship is part of the contest. It is possible they will attempt to play their competitors against each other or the players. If the player characters' intentions become known to the noblemen they will be more likely to cooperate but even then their first instinct will be to let the others do the fighting. If a nobleman's ships were to be damaged they would be at a severe disadvantage in the competition as they still need to deal with the Living Machine remnants. If the player characters manage to destroy one of the nobles' ships without taking significant damage themselves, the other two noblemen will attempt to flee. If the player characters' ship suffers severe damage however, either from Kurion fire or from Living Machines, the noblemen will attempt to finish them, or even capture them.

The Show

The event is televised live. There are cameras mounted on the Kurion ships, and each has a number of drones following it. Should drones be lost, more can be launched from the cargo bay or hangar, depending on what the ships are equipped with. The broadcasting systems on the Kurion ships are powerful enough to deal with psionic interference. Commentators will constantly relay the status of the noblemen's ships and their score on a mini-map. Once the player characters' ship appears on camera they will initially continue as though it is all part of the show while behind the scenes people will inquire with the organisers as to whether or not it actually is. Regardless the show will be allowed to continue until things go disastrously bad for the contestants. Additional ships will immediately be scrambled from the nearest bases but those will take hours to arrive. (GM discretion)

Each of the noblemen has three cards; a green,

Class:	Ice Defense Platform (Ultralight, Cyborg, Stationary)
Length:	100 ft.
Size modifier:	attack: -8, AC: -8
Hit Dice:	10d20 (200 hit points)
Initiative:	+1
Hull hardness:	20 (polymeric)
Shields:	-
Speed:	-
Armor Class:	5 (-8 size, +3 natural)
Full Attack:	lasers: Atk -3/-3, incr 6 Dmg: 9d10 fire
Special Attacks:	-
Special Qualities:	Ice Cooling System
Saves:	Fort +0, Ref N/A, Will +0
Crew complement:	2 unwilling organic control systems
installed Systems:	ECCM
Installed Weapons:	2x (ultralight) laser cannon
Cargo capacity:	-
Docking bays:	-
The installation's power core has a cooling system that extends into the ice. This allows it to fire directed energy weapons twice per round. (This is already included in the attack.)	

a yellow, and a purple. Their purpose is not revealed to the audience until they are used. Using a card imposes a penalty on the user's score so the contestants will not use them unless they have to.

The green card summons reinforcements, those can be either Kurion ships that are on standby or ships launched from the nearby stealthed tender.

The yellow card is a speed boost that adds 8 speed to the nobleman's ship for 5 rounds. (It causes 10d6 damage to the ship per round and the engines will need major maintenance within 24 hours.)

The purple card is a message to the show hosts that the situation is out of control and the broadcast needs to be halted. When this one is held up the broadcast will briefly show static followed by a fake episode consisting of previously shot footage of the noblemen's ships. If the player characters planted the back door in the network's system they can send a transmission overruling their censoring of events and show what they like for 10 minutes. Broadcasting live images of the Kurion being defeated over their own propaganda network will anger the Kurion but also lower their confidence somewhat and possibly reduce the number of televised man hunts for fear of further humiliation. It should also be immensely satisfying. Finally, the characters involved in the hacking of the show can as a full-round action perform an Intimidate and a Perform: Comedy check if they want to make the hacked broadcast particularly humiliating for the Kurion. If at least one check is higher than 15 the ships captained by the noblemen suffer a -1 morale penalty on attacks, AC, and touch AC (not when flatfooted) as their captain loses focus and starts giving erratic orders. This penalty remains for the duration of the mission. This penalty increases to -2 on a check result of 20 or higher.

Corinthian Ships

The rift drive components, along with a large amount of debris, can be found in the wrecks of several Corinthian type 17 ships. They are partially embedded in the ice and their fighter squadrons, drop pods, and vehicles are all gone. A scan of the surrounding area will reveal debris corresponding with several Corinthian fighter classes though not enough mass to comprise the ships' entire fighter complements. The wrecks can contain either much other valuable salvage, nothing at all, or anything in between. (GM discretion) However, they are medium sized ships and their systems are scaled properly meaning that unless the players have a similar-sized ship, they will not be able to use them (the rift drive will still fit, provided the group acquires one). The rift drives can be located with a single short range scan, after which it will take a drone or person a minute to recover them. The GM can choose to force the player characters to engage Living Machines or Kurion troops inside the wreckage before they are allowed to retrieve the rift drive components.

Exactly how many components each ship contains and whether or not all ships contain rift drive components is left to GM discretion. It should be noted

that 20 components allow for the creation of a functioning rift drive, an extremely powerful piece of equipment.

Flight Recorder

Salvaging the flight recorder from one of the ships reveals the last few minutes of their battle. The recording contains footage from not just one, but several external cameras.

Nineteen massive rectangular ships are visible. In addition to the beige metallic expanse the camera is mounted on that makes twenty ships. The ships, each resembling a stack of bricks, are accompanied by swarms of fighters and bombers. Triangles with numerous bulges and protrusions, almost as haphazard as the larger ships. Almost every ship in the fleet is firing nonstop, an endless barrage of missiles and railgun slugs. A similar barrage moves in the opposite direction, from wherever this fleet is firing at. The smaller ships take heavy casualties, numerous explosions and expanding debris clouds replacing them, occasionally one of the larger ships breaks apart. Glowing hot scars in passing ships and debris mark where the otherwise invisible beams of laser weapons hit. The sheer size of the fleet pushes it onwards and eventually the enemy barrage stops.

A white orb comes into view dead ahead. As we draw closer we see the white orb is not really round, nor entirely white. It is covered in black shapes. If it were a snowball the black shapes could be dead insects. A diagram displayed over the white lump indicates it is over six and a half kilometres across, a dense cloud of red icons indicates the debris field surrounding it. The fleet forms up, smaller ships taking point, larger ships grouping up in twos. An opening in the ice lump becomes apparent as the line of ships continues to close. Waves of fighters go in first and at the same time black insect-like craft emerge. The fight begins anew. Up close the fighting is more hectic and there is nowhere for debris to go inside the tunnel of ice. Before long the camera's view is filled with small ships dogfighting, debris, and explosions. Despite heavy losses the fleet presses on. The ship ahead of us reaches a branching tunnel and slowly adjusts course. The ice around us is covered in small black shapes, not ships but still mobile craft, like spiders or ants. Angry ants that spew a torrent of gunfire at the fleet. The fighters and bombers whittle them down as the fleet presses on. The large ships' massive cannons focus on enemy ships in the tunnel ahead. This bloody grind continues for several minutes, then a facility comes into view. It is set in the ice wall, rows of modules, lines of lit windows giving a sense of its massive scale. The ship turns and moves parallel to the station, moving aside to let the ship behind it move into position as well, all the while being fired upon by the insect ships and things on the ice wall. All eight remaining ships line up and suddenly launch a barrage of small round pods, hundreds of them, at the ice around the base. Many are picked off in the short transit but the vast majority reach the wall and open up right between the defenders, spilling out

troops and vehicles. Countless soldiers are cut down as they float out of their pods, attempting to latch on to the ice with hooks. From the camera's perspective they are little more than tiny dots but the diagrams overlaid on the footage leave little to the imagination. Casualty figures are represented as a percentage with each unit being ten drop pods. The landed force outnumbers the defenders ten to one. In moments half the force is depleted, but the enemy has suffered similar losses. A second wave of pods is launched, cementing the Pyrrhic victory. As the troops advance on the facility the fleet in the tunnel continues to suffer casualties. The icons next to the large ships now read 'rift drive charging' and a climbing percentage. The smaller ships and invasion force stay behind but appear to be holding their own. When the rift drive charge on the icons reaches 100% there is a green flash and a wall of ice. Then two hours of static, then nothing.

Remnants of the communications log indicates the fleet was hellbent on capturing that station. Any and all losses were considered acceptable if it meant the station could be taken intact. There is no information on what the station contained.

Notes on Corinthian Goals

Corinthian high command believed the station was the location from where the Living Machines were being controlled. They believed that they could capture whatever control mechanism was being used and assume control over the Living Machine armies. Had they succeeded, the loss of their fleet would have been trivial. The outcome of the battle was that twelve ships

Appendix NPCs

This is a list of potentially important NPCs, sorted by faction. They for the most part use standard abilities listed elsewhere in the book, both for personal combat and ship combat, should that be expected.

Altarian NPCs

Umissi of Baroq

Umissi of Baroq is a dwarven woman who represents the Luceni Coalition in the mage guild alliance. She has no specific job description, instead she has been given command of a small cobbled-together ship and vaguely tasked with defending the south border from undead. Woefully under-equipped for such a large effort, she divides her time between striking alliances with individuals who can offer help, and patrolling the desert, targeting any undead the ship comes across in what amounts to a high tech game of whack-a-mole that she can never win. In quieter times she can be found in taverns, using alcohol to hire new recruits for the Luceni Coalition military. She is a respectable mage, though due to the fractured nature of the Luceni mage 'guilds' she has no practically applicable authority. Umissi has a psuedodragon familiar she calls 'Little Rat', who in turn refers to

were destroyed before they could reach the station and eight embedded themselves in the ice when their rift drives misfired inside an area containing intense psionic fields. The invasion force actually succeeded in their mission of capturing the station but found no control mechanism. With no reinforcements they were eventually overwhelmed.

Outcome

Assuming the player characters succeed in retrieving most of the rift drive components before the Kurion do, or destroy the Kurion and take the remaining components, they will want to leave the ice lump before enemy reinforcements arrive. If they are sufficiently well-armed or skilled enough that their victory over the Kurion forces was absolute, the reinforcements may themselves wait for more reinforcements in order to ensure a large enough force. If the GM allows the players time they can use it to scavenge destroyed ships for valuables. However, depending on how many Living Machine ships remain after the mission, they may still need to deal with attacks, making salvage operations dangerous and frustrating.

If the players broadcast the Kurion defeat over their own propaganda network, the rebellion will gain an increase in recruitment and the show will go on a temporary hiatus. Eventually it will return, but for a while it will only show fights recorded in tightly controlled situations. If the players caused the Kurion heavy casualties the nobles on Tajano will be forced to reduce their patrols of the desert and scale back their offensive against the rebels.

Umissi as 'the Bearded Lady' or 'Lady Moustache'.

Cerulio

Cerulio is a middle-aged human male and represents the mage guild of Erianth. He also acts as ambassador of Erianth in all but the most high-level negotiations. His main task is defending the country from attack and infiltration. His focus is on information gathering within Erianth and the neighboring kingdom of Rhaokon, though gathering information there is difficult and places the investigators in great danger. He has absolute disregard for authority, though he maintains proper formal manners when needed. It is because he scrutinizes anyone, regardless of rank or power, that the local paladin order 'suggested' him as ambassador, despite the king's objections. Cerulio ensures the authorities do not abuse their authority. In turn, Cerulio relies on the paladins to maintain his position. The Erianth mage guild has a guild ship that Cerulio can call upon. However, it is a very valuable and difficult to replace asset and will not be sent into battle unless the situation is dire.

Dukin

Captain Dukin is the only werewolf officer in the Altarian Admiralty. His command is the dreadnought

'Visionary', the first ship of the class, built at Thiaquinth in Erianth. His crew respects him though he is an outsider among captains. Most other high-ranking officers make no secret of their contempt for him. The Visionary is routinely sent on more dangerous missions, sometimes in joint operations with the Haziioth military, to hunt down pirates and the occasional Kurion intrusion. The ship is slow and armed with obsolete weapons; Dukin is keenly aware that his ship is sorely outclassed by modern ships in everything but size. The Visionary operates far enough away from Altair that Dukin is not too concerned with the consequences of performing unauthorized upgrades to his ship, he is always on the lookout to obtain railguns to replace the ship's chemical cannons. Despite the obsolete weapons the visionary has considerable firepower but poor speed make it hard to bring that to bear. The ship would benefit from mercenaries with gravity web casters that hold pirates in place. Dukin is also eager to capture pirate ships intact, again to obtain more useful technology. Though such an operation might lead to loss of life, the dreadnought typically loses crew in any engagement so it is worth it in his eyes. If mercenaries were willing to spearhead such an attack, it would be an absolute boon. Dukin grants a +2 attack modifier to his crew and a +1 modifier to skill checks.

Antonio Frederick of Endelmerrion

Sir captain Endelmerrion is the oldest son of a wealthy baron who helped fund the shipbuilding process. The ship in question, the Sentinel, has been constantly upgraded, thanks to continued funding, and is now the fastest of its class. The ship gains +1 speed and +1 natural armor over the normal listed abilities. The captain however, is another matter. He is only in his position due to his noble title and is utterly unprepared and incompetent, not to mention absurdly arrogant. His second-in-command handles actual operations though every order must still be approved by the captain. Should an actual war break out, Antonio will be immediately replaced by someone more competent. While he remains in command he will not send the ship into particularly dangerous engagements, nor will he stay on board if the ship heads into danger. Should Endelmerrion be captured, or his ship endangered, the baron will offer a handsome reward for his son's safe return. All things being said, Antonio is not an evil person and will not go out of his way to make life for his crew miserable or place them in needlessly dangerous situations.

Nathanial Seidman

King Nathanial Seidman, son of Bartholemew Seidman, is a middle-aged man who inherited the throne when his father died of natural causes eight years ago. His rule is benign and places great value on recently introduced concepts such as education and healthcare. He is generally respected, or at least well-liked by his subjects. The one criticism leveled at him being that he does not act harshly enough against criminals and the nearby kingdom of Rhaokon. Having

humanitarian aid workers from Haziioth on one side, the mage guild demanding resources on another, the admiralty on yet another side demanding their quota, and then a paladin order watching his every move, he has very little flexibility in most of his decisions. Fortunately, the kingdom prospers due to its trade relations with Haziioth and the economic boost provided by the techsmith guilds in the capitol, so the king's job has been relatively easy in recent years. The peace is a tenuous one however, as Rhaokon is using technology not to improve its economy but to prepare for war, and there are limits to the amount of aid Erianth can expect from its allies. The king eagerly seeks alliances or trade agreements that will provide useful technologies, especially those useful in a ground war.

Raymond Odell

King Raymond Odell is the ruler of Rhoakon. He is an older man, with a frail body but a keen mind. His rule is maintained by sheer oppression, cult of personality, and corruption. He believes he is a smarter, better king than his neighbor, and intends to prove it by making his kingdom more powerful than any competitor and then conquering them - his ego is what motivates his thirst for conquest. He is equally fond of, and mistrusting of technology. He eagerly acquires weapons and tools for his royal guard, but does not trust the general public or regular armed forces with them - he fears they may be used to depose him, as he has made himself impopular, despite his propaganda. His current focus is on acquiring hover vehicles for the royal guard. He does not have the resources to purchase a fleet of starships, and he feels they are not a priority as the current conquest is on the ground, a few miles to the east.

GamerBlob227

GamerBlob227 is the alias used by an Altarian Admiralty Intelligence agent when they send messages to their contacts. They communicate exclusively through text chatting in video games, and have the ability to enter any game of any type, anywhere, regardless of distance, and communicate without light lag. They are tasked with infiltrating the Kurion, determining weaknesses, and assisting other agents. They are not to take action directly. GamerBlob227 is a doppelganger who uses the full bars spell on a universal game console to communicate.

Corinthian NPCs

Issek

Issek is one of countless Corinthians who grew up without a future. In her early teens she joined a street gang, and over the years became thoroughly entrenched in the violent ways of Corinthian street life. As a full-time petty thug she could not afford proper healthcare and injuries sustained in street battles never healed properly, leaving ugly scars. Her left arm is a cheap prosthetic which functions as a human arm but provides no bonuses. She is addicted to various drugs,

causing her to feel no pain, and giving her improved reflexes. She relies on her gang leader to provide her with the drugs she is addicted to; she is effectively a slave. Issek's abilities are those of the standard cyborg slave trooper (3HD variant) except her intelligence and charisma are 7. Her drugged up state allows her to continue fighting until she reaches -10 hit points, at which point she dies.

Erit Tasot

Erit Tasot works for a Corinthian criminal organisation that specializes in trading stolen cars and hovercraft. His job is to discourage the police from investigating too deeply. As most policing on Corinth is done by mercenaries, this can be done by making it too expensive to be worthwhile. By threatening to cause significant damage to police installations and vehicles, the criminal organisation makes failing the mission the lower-cost option for the police. (This tactic obviously will not work against normal police forces.) Erit Tasot is augmented with parts taken from a dead Kurion Rocket Trooper. He has the same abilities though he does not have a torture/control implant. He is typically accompanied by a group of low-ranking thugs such as Issek. Erit does not have a spaceship but the organisation he works for has a Corinthian type 9 corvette.

Khalgin Tasot

Khalgin was once a member of the Corinthian navy and fought during the war against the Kurion. Disgraced after retreating from an unwinnable battle, he was dishonorably discharged after the war. A mercenary organisation saw him as a useful captain, being more intelligent than the average Corinthian, and hired him. He has worked for this organisation since, commanding a Corinthian type 13 destroyer. Due to his command, the ship receives a +5 bonus to all ship-related skill checks, +3 to all attacks, and +1 to AC and touch AC (but not while flatfooted) over the normal abilities listed. As a commander, he is ruthless and utterly untrustworthy. These traits have served him well in his career but render it impossible or at least meaningless to strike deals with him. He will not fight to the death and will attempt to withdraw or bargain a ceasefire if his ship suffers severe damage or is obviously outmatched.

Bart Rodeq

Bart is the captain of one of the Corinthian Hegemony's type 17 cruisers. He is the archetype of the fleet: obedient, strict, and utterly without imagination. He will follow orders to the letter, regardless of how much sense they make. He is however trustworthy and will accept a surrender. Should he be betrayed once, he will no longer accept any deal with the other party no matter how dire the situation. Unless ordered to withdraw, he will fight to the death. He is an older officer who reached his station by seniority - should an actual war break out he will be replaced by a more

competent commander.

Dryfuss

Dryfuss is not actually a Corinthian. He is a member of the Brothers of the Eclipse, a dark cult from Rhaokon on Altair. They are a puppet religion that serves the king, Raymond Odell. (The cultists do not know the identity of their master, they believe he is a supernatural being.) Dryfuss, like the other cultists on Corinth, aggressively recruits followers, and attempts to secure any useful technology for 'the Cause'. Equipment and indoctrinated personnel are shipped off to Altair where they become part of the Rhaokon royal guard. Dryfuss is proficient with firearms, armor up to heavy, and most common technologies. He is a cleric and in combat primarily relies on his spells. The cult has no ships to call upon, nor will the king risk losing precious ships to save expendable cultists.

Antonius Tsepesh

The Tsepesh family is one of the wealthiest and most powerful families of the Corinthian elite. They possess approximately 15% of the wealth of the Hegemony and control a similar portion of the military. The family is in fact a ruse as its members are not related in the traditional manner. Instead they are all vampires and star wraiths, life-draining undead that use Corinth as a farm where humans are the cattle. They understand that the economy of Corinth is failing and have contingency plans for evacuation if Corinth fails. Antonius Tsepesh is a Wraith Knight, one of a small subset of their kind who has the ability to assume human form. His task is protecting the family's interests by harassing the companies of other families and forcing as many as possible to submit to their side. He is under strict orders not to reveal his true nature, secrecy is more valuable to the family than his un-life. Should he be cornered, he will still choose to reveal himself as undeath in exile is better than death. He has a personal ship, a standard 60HD frigate, available to him.

Hazioth NPCs

Quinn Cohen

Quinn Cohen is a representative of the Hazioth armed forces. His job is to manage relations with private contractors. He has authority to negotiate contracts though particularly large sums or unusual circumstances will require him to contact his superiors first. He is more concerned with hiring contractors who will respect rules of engagement and interplanetary treaties than price. As such he will offer lucrative contracts but only to mercenaries who have proven they can be trusted to be basically decent. Committing atrocities will result in immediate contract termination and an arrest warrant.

Omär Chahing

Lieutenant Omär Chahing is Hyerra's police contact for private contractors and investigators. Hyerra law enforcement does not typically hire mercenaries but when outmatched by criminals, they are allowed to

hire individuals or groups with special talents or resources. Omär requires anyone working for him to uphold the law or at least appear to be doing so. He understands that criminals will attempt to use the law in their favor and has no qualms about breaking the letter of the law to uphold what he considers to be the spirit of it. He will reward and re-hire mercenaries based on performance and public appearance, how results were achieved is irrelevant, provided no innocents were hurt.

Jaques Risier

Professor Jaques Risier of Hyerra University manages off-world transportation and the general renting of spacecraft. The university does not typically hire mercenaries, at least not formally, though 'escorts' are sometimes hired for more dangerous missions. Jaques has spent several years performing research on Altair and is well-aware of the functioning and possibilities of magic. Being a civilian in a civilian organisation, he is especially careful to avoid placing his fate in unreliable or unscrupulous mercenaries; he will only recruit mercenaries who have proven themselves as reliable and respectable. Hyerra University is cash-strapped however and pay will be relatively low. On missions to Altair, payment may consist of a portion of recovered treasure.

Entora Jones

Captain Entora Jones is a young officer, only recently promoted to her current station. Her ship has been tasked with hunting down pirates outside the Saint Helen system; Captain Jones has been given carte blanche in dealing with said pirates. Her ship is a Hazieth 90HD destroyer, her command skills grant the crew a +5 bonus to all ship-related skills, a +3 modifier on attacks, and a +1 modifier to ship AC and touch AC (though not when flatfooted) over the listed abilities. She will not fight to the death but she will not allow her ship or crew to be captured by pirates either. She will be extremely mistrusting of pirates surrendering, and is under no specific orders to take prisoners.

Kurion NPCs

Sayul of Kurion

Sayul is a low-ranking nobleman, who has been given command over the security forces in one of the districts on Tajano. This might sound like an important position but effectively entails ordering slave troopers around and keeping local unrest suppressed, a thoroughly demeaning and unworthy position in his eyes. He hopes to one day kill or capture rebels or otherwise relevant foes, be recognized as a capable commander by his superiors, and promoted to a better position. He enjoys old media and tends to spout one-liners from his favorite movies when performing arrests or executions.

His only cybernetic body is a 7 foot standard human male, modeled after a private investigator from an old movie, complete with trench coat and hat. His

body has the standard capabilities of a Knight model. One limitation of that model is the lack of a reactor, limiting his ability to operate independently for very long. He does not own a ship but can requisition a ship up to assault transport (15HD) size, as well as a light fighter or two for escorts.

Darius II of Kurion

A rather unimaginative mid-ranking nobleman, Darius the second seeks to improve his status by hunting down rebels in the wastelands surrounding the Kurion cities on Tajano. The rebels are typically one step ahead of him at all times but they can not prevent him from killing the occasional collaborator or innocent bystander. He does not own a spaceship but has enough status to be assigned a ship up to frigate size should he need to hunt off-world.

Darius' only cybernetic body is that of a human male of exaggerated proportions and covered in gold plating. He stands 10 ft. tall. Aside from the gold plating, the body is a mass-production model with the standard abilities for a Baron. The gold plating can be re-smelted, its value is 600gp. (This is in addition to the standard treasure a Baron carries.)

Burrivor Erada IV of Kurion

Burrivor is the Grand Duke of Tajano, officially ruling the planet. He directs his forces against the rebels and ensures Tajano meets its production quota for the empire. Having achieved as much status as can be achieved short of replacing the emperor, he does not participate in tournament fighting or televised hunts. Due to his position he is especially paranoid towards his subordinates. As such he rarely interacts with them as a group, preferring to deal with them one at a time, generally escorted by his slave troops. As the various noble families contribute a significant percentage of the military, Burrivor holds a similar percentage back as insurance. This is one of the main factors that limits the Kurion military's ability to effectively deal with the rebels.

His favorite cybernetic body resembles a 15 ft. tall minotaur but otherwise has the standard abilities of a Duke model with the exception that it also possesses a gore attack. The gore attack deals 2d6+11 piercing damage or 4d6+16 on a charge.

Pirate NPCs

Reith Barel

Reith Barel was second officer on a Corinthian destroyer that was captured during the war with the Kurion. He was taken to a conversion center and implanted with a torture and control chip, then placed in charge of a Kurion frigate. Reith suffers from a rare degenerative nerve condition that rendered the implant ineffective after a while. Before the implant registered the malfunction Reith was able to jam long-range communications, preventing the chip from receiving the kill command. He was able to have the implant deactivated. Once freed, he assumed control of the

chips in the heads of his crew and took to a life of piracy. His ship is a standard 60HD frigate, upgraded to have one extra system slot, occupied by a stealth system. He will not fight to the death if he can help it, but will still choose death over capture.

Rygyu Tsepesh

Rygyu works for the Corinthian Tsepesh family. As a low-ranking Serf, his job is to protect a transport. The ship he is on is a type 9 corvette, equipped with nothing but cargo modules (no weapons). Should the ship be attacked, Rygyu will offer surrender. Once the enemy troops start boarding, he will counter-attack and attempt to infiltrate the enemy ship. His crew is considered expendable and will be sacrificed to get Rygyu on board. Rygyu has to prove himself to his master and has no recourse but to take any risk and fight to the death.

Steve Tsepesh

Like most Wraiths, this Knight Wraith does not have the ability to assume human form, he can only assume the normal ghoulish and wraith forms. He has rejected the Tsepesh family and struck out on his own. He primarily preys on small ships and shuttles as his ship lacks the firepower to safely engage larger targets. His motives are less organised; he goes out of his way to commit atrocities and never leaves survivors, even when the target surrendered. This is mainly because he enjoys provoking the authorities, he has no real long-term plan. His crew secretly conspires to kill him but are too intimidated to attempt anything. 'Steve' is not allied with any other pirate groups. His ship is a standard 40HD corvette, modified to contain one extra system slot, which is occupied by a stealth system. He will fight to the death though his crew may rebel against him if he gives suicidal orders.

Hatrayu

Hatrayu controls a group of pirate ships and manages them as a mercenary force. When an attack is made, the target is always offered a chance to pay off the pirates, though the price is steep. Hatrayu's goal is to expand his personal fleet indefinitely and he demands that those under his command follow his orders to the letter, including honoring agreements. In tough battles Hatrayu will leave his ship and assume wraith form, engaging the enemy directly. His flagship is a Slaver Destroyer, but his fleet also contains two Tender Frigates and a number of Assault Transports (boarding configuration), and several boarding pods are in stock. Those ships are not usually all in one place.

Independent NPCs

Derrick Thule

Derrick Thule was a private ship owner in Rovigo before the war. When war broke out, he and his ship joined the Rovigo militia and suffered a crushing defeat where his crew was killed and he was captured. Forced to fight for the Kurion on one of their ships, he was

again freed from their control when the ship he was on was boarded. After working for his rescuers for a while, he cautiously returned to his previous life, though his new ship is merely a humble 15HD assault transport and not even his personal property, but rather the shared property of the crew. His short-term goal is to take small jobs ferrying cargo between planets (The ship is not suited for long journeys.) and the occasional slightly riskier mission. His personal hang-ups prevent him from signing up for combat missions as he is afraid to endanger his crew. He has a steady employer who will pay a reasonable amount to have their employees protected or rescued should that be required.

Han Yingjie

Han was technician on a Tianshui vessel when the Kurion invaded. His ship was destroyed on the ground and he was captured and implanted with a torture/control chip. He performed a variety of duties, and served on several ships before he was reassigned as trooper in a game show. During one of the televised events that went bad for the Kurion, he was knocked unconscious by the 'enemy' and freed of his control chip. Since then he has joined the rebellion and commands a 40HD corvette with a crew of former slaves. He has been branded a pirate and an outlaw by the Kurion and several mercenaries have attempted to bring him down. His goal is to destroy the Kurion empire and free all its slaves - something he acknowledges is unrealistic, but he will try anyway.

Example Ship Combat (first 4 rounds only)

This section describes the first 4 rounds of a ship battle, with a breakdown of ship statistics and a number of common rolls.

Combatants

The Way Home (light frigate):

50d20 (light), cerametal

- Hull statistics: Size modifiers: AC -8, attacks -8; base speed 6; cargo capacity: 250 tonnes; natural armor +3; 7 system slots; 7 weapon slots; no docking bays; cruise capable.
- Installed systems: (ultralight) Advanced sensor array, (light) barrier projector (2 slots), (light) ECM system, (light) jammer, (light) missile CIWS, (light) stealth system.
- Installed weapons: 1x (light) spinal railgun (2 slots), 2x (light) railgun (twin turret), 1x (light) graviton pulse cannon, 2x (light) missile launcher (20 plasma missiles each).

Crew: (only abilities relevant to ship combat are listed)

- Pilot: Julias (Dex modifier: +4; initiative modifier: +4; Reflex +12; Computer Use modifier: +8; Piloting modifier: +18 (has Starship Piloting feat); Repair +7; ranged attack modifier: +9 (has Mounted Weapons Proficiency feat))

- EW operator: Hans (Dex modifier: +1; initiative modifier: +1; Reflex +6; Computer Use modifier: +19; Piloting modifier: +1; Repair +16; ranged attack modifier: +7)
- Gunner: James (Dex modifier: +4; initiative modifier: +4; Reflex +9; Computer Use modifier: +7; Piloting modifier: +4; Repair +6; ranged attack modifier: +11 (has Mounted Weapons Proficiency feat))
- Engineer: Barbara (Dex modifier: +1; initiative modifier: +1; Computer Use modifier: +10; Piloting modifier: +1; Repair +10; ranged attack modifier: +4)

Ship statistics: hull 1.000hp, hardness 30; shield 400hp; AC 11 (+4 Dex (Julias), +2 ECM, +3 natural, -8 size); Init: +4; Reflex +12 (Julias); speed 6.

- EW: Advanced Sensor Array, Jammer (max range 30): Computer Use +19 (Hans) or +10 (Barbara)
- Spinal railgun: +0 (-8 ship size, +9 pilot, -1 weapon size), increment 9, 24d6 piercing (ignore 10 hull hardness).
- Twin railgun: +3 (-8 ship size, +11 gunner (James), -1 weapon size, +1 twin turret), increment 8, 18d6 piercing (ignore 10 hull hardness), or
- Graviton pulse cannon: +2 (-8 ship size, +11 gunner (James), -1 weapon size), increment 8, 12d10 fire, or
- Twin missile launcher: +5 (-8 ship size, +11 gunner (James), +2 missile), max range 32, 15d6 fire.

Enemy 1 - CRV 09187 (Corinthian Type 9 corvette):

40d20 (light), cerametal

- Hull statistics: Size modifiers: AC -10, attacks -8; base speed 5; cargo capacity: 500 tonnes; natural armor +3; 5 system slots; 6 weapon slots; no docking bays; cruise capable.
- Installed systems: (light) shield generator, (light) ECCM system, (light) ECM system, (light) gravitic targeting stabilizer, (light) laser CIWS.
- Installed weapons: 4x (light) railgun (2x twin turret), 2x (light) missile launcher (20 plasma missiles each).

Crew: (only abilities relevant to ship combat are listed)

- Pilot: (Dex modifier: +2; initiative modifier: +6; Reflex +6; Computer Use modifier: +5; Piloting modifier: +12 (has Starship Piloting feat); Repair -1; ranged attack modifier: +4)
- EW operator: (Dex modifier: +0; initiative modifier: +0; Reflex +2; Computer Use modifier: +10; Piloting modifier: +0; Repair +10; ranged attack modifier: +3)
- Gunner: (multiple) (Dex modifier: +2; initiative modifier: +2; Reflex +5; Computer Use modifier: -1; Piloting modifier: +2; Repair -1; ranged attack modifier: +8 (has Mounted Weapons Proficiency feat))
- Engineer: (Dex modifier: +0; initiative modifier: +0; Computer Use modifier: +8; Piloting modifier: +0; Repair +8; ranged attack modifier: +2)

Ship statistics: hull 800hp, hardness 30; shield 360hp; AC 7 (+2 Dex, +2 ECM, +3 natural, -10 size); Init: +6; Reflex +6; speed 5.

- EW (no offensive capabilities): Computer Use +10

- Twin railgun: +2 (-8 ship size, +2 ECCM, +8 gunner, -1 weapon size, +1 twin turret), increment 12, 18d6 piercing (ignore 10 hull hardness), and
- Twin railgun: +2 (-8 ship size, +2 ECCM, +8 gunner, -1 weapon size, +1 twin turret), increment 12, 18d6 piercing (ignore 10 hull hardness), and
- Twin missile launcher: +4 (-8 ship size, +2 ECCM, +8 gunner, +2 missile), max range 32, 15d6 fire.

Enemy 2 - EW19821 (Corinthian EW ship):

18d20 (ultralight), polymeric

Hull statistics: Size modifiers: AC -8, attacks -8; base speed 6; cargo capacity: 20 tonnes; natural armor +3; 5 system slots; 2 weapon slots; no docking bays; not cruise capable.

Installed systems: 2x (ultralight) advanced sensor array; (ultralight) jammer; (ultralight) shield generator; (ultralight) speed enhancement system.

Installed weapons: 2x (ultralight) laser beam cannons (twin turret)

Crew: (only abilities relevant to ship combat are listed)

- Pilot: (Dex modifier: +2; initiative modifier: +6; Reflex +6; Computer Use modifier: +5; Piloting modifier: +12 (has Starship Piloting feat); Repair -1; ranged attack modifier: +4)
- EW operator (multiple): (Dex modifier: +0; initiative modifier: +0; Reflex +2; Computer Use modifier: +10; Piloting modifier: +0; Repair +10; ranged attack modifier: +3)
- Gunner (Dex modifier: +2; initiative modifier: +2; Reflex +5; Computer Use modifier: -1; Piloting modifier: +2; Repair -1; ranged attack modifier: +8 (has Mounted Weapons Proficiency feat))
- Engineer: (Dex modifier: +0; initiative modifier: +0; Computer Use modifier: +8; Piloting modifier: +0; Repair +8; ranged attack modifier: +2)

Ship statistics: hull 360hp, hardness 20; shield 144hp; AC 8 (+2 Dex, +1 speed enh., +3 natural, -8 size); Init: +6; Reflex +6; speed 8 (base 6 +2 speed enh.).

- EW: 2x Advanced Sensor Array, Jammer (max range 30): Computer Use +10
- Twin laser: +1 (-8 ship size, +8 gunner, +1 twin turret), increment 6, 9d10 fire.

Premise:

The crew of the Way Home intend to ambush a pair of Corinthian ships. The Way Home is equipped with a stealth system, which will hopefully hide their ship from enemy sensors until they are in position.

Approach phase:

The Way Home approaches the Corinthian ships, while stealthed. As they close to 60 distance units, the enemy sensor operators are allowed Computer Use rolls to attempt to detect the approaching stealthed ship. The operator on the Corinthian Type 9 corvette rolls 1d20+10, for a result of 14. The detection DC is 25, so they remain unaware. The Corinthian EW ship operators are allowed

the same. That ship is equipped with two advanced sensor arrays, each operated by an NPC. The operators roll 1d20+10, for a result of 11 and 18. Because they are operating advanced sensor arrays, rather than the standard sensors a ship is equipped with, they gain a +10 on the result, for totals of 21 and 28. The second result is higher than the detection DC of 25, so the EW ship detects the approaching frigate and they inform the corvette.

Initiative:

Initiative is rolled by the pilot of each ship. The Way Home's pilot rolls 1d20+4, for a result of 8. The Corinthian Corvette's pilot rolls 1d20+6, for a result of 12. In this case the Corinthian EW ship takes orders from the corvette, and will act on its initiative. The initiative order is: Corinthian corvette and EW ship > The Way Home. (A GM can have all ships operate on their own initiative, but support ships will want to act on the same initiative as the ships they are supporting. Because the Corinthian corvette is relying on Targeting Assist and Defense Assist scans from the EW ship, the EW ship's actions are written first.)

Token placement:

Because the Way Home was detected upon approach, combat starts at 60 distance units. All ships are aware of each other's presence, and are piloted, therefore none are considered flatfooted.

Round 1:

The corvette captain (who is in charge of both ships) orders the pilots of both ships to perform Evasive Maneuvers and the EW ship must make both a Targeting Assist scan and a Defense Assist scan against enemy ship 1. The corvette will move towards the enemy, while the EW ship will maintain its current distance to the target.

Corinthian EW ship:

- The pilot rolls an Evasive Maneuvers (Piloting check, 1d20+12) for a result of 18 (+2 to AC, -3 to attacks).
- The two sensor operators roll (Computer Use, 1d20+10) each for a Targeting Assist result of 21 (+3 on attacks) and a Defense Assist result of 28 (+4 to AC). Targeting data is shared with the corvette.

Corinthian Corvette:

- The pilot rolls an Evasive Maneuvers (Piloting check, 1d20+12) for a result of 13 (+0 AC, -3 to attacks). The ship closes to 55 distance units from the Way Home.
- The Corvette's gunners open fire on The Way Home. The target is not yet in range of the missiles (the missiles' gunners ready their action to fire as soon as the enemy enters firing range); only the railguns fire. The railgun gunners roll 1d20+2 each for a result of 9 and 19. The evasive maneuvers performed place a -3 penalty on attacks that round. The sensor data from the EW ship's Targeting Assist scan adds +3 to

this. Normally, railguns have a range increment of 8, but because the corvette is equipped with a gravitic targeting stabilizer it is increased to 12. This places the enemy ship in the fifth range increment, for a -8 modifier to the attack. This brings the final attack results to 1 and 11. The second attack hits. 18d6 damage results in a roll of 71. The target's shield strength is reduced to 329hp.

- Each round, modifiers to for example AC and attacks from actions such as Evasive Maneuvers, Targeting Assist, and Defense Assist continue to apply until the Corinthian ships' next turn.

The Way Home:

- Julias immediately performs an Evasive Maneuvers action. He rolls (1d20+18) for a result of 28 (+4 to AC and -1 to attacks). He waits with firing the spinal railgun, asking Hans for a Targeting Assist scan. He moves the Way Home in the direction of the enemy ship, the ships are now 49 distance units apart. (The distance to the EW ship is 54 distance units away.)
- Barbara performs Remodulate Shields, trying to grant the shields a hardness to physical attacks (while suffering a vulnerability to all other attacks). She rolls (1d20+10) for a result of 18, increasing the shields' hardness to physical damage by +9, also causing a vulnerability of +5 damage from all other damage types.
- Hans performs a Targeting Assist scan and rolls (1d20+19) for a result of 29 (+4 on attacks).
- Then, Julias fires the spinal railgun, rolling (1d20) for a result of 10. Evasive maneuvers modify this by (-1), and Targeting Assist modifies it by (+4). The weapon's range increment is 9, placing the target in the 6th range increment, for a modifier of (-10). The total attack result is 3, and the attack misses.
- James fires the railgun turret. He rolls (1d20+3) for 17. The modifiers from Evasive Maneuvers and Targeting Assist are the same as for the spinal railgun, but the range increment is only 8, placing the target in the 7th range increment, modifying the attack by (-12). The total attack result is 8, and the attack hits. Weapon damage is rolled: (18d6) results in 63 damage. The enemy ship's shields are reduced to 297hp.
- Each round, modifiers to for example AC and attacks from actions such as Evasive Maneuvers, Targeting Assist, and Defense Assist continue to apply until the Way Home's next turn. Because there are no crew members with actions left to fire weapons, the graviton pulse cannon sits idle this round.

Round 2:

The captain of the Corinthian corvette orders the ship to continue advancing towards the target.

Corinthian EW ship:

- Pilot: Evasive Maneuvers (1d20+12): 14 (+0 AC, -3 on attacks). The ship pulls away to maintain distance to the Way Home at 57 units.
- The operators of both advanced sensor arrays on the

EW ship continue to perform one Targeting Assist and one Defense Assist scan each round. The results are: Targeting Assist (1d20+10): 24 (+3 attacks), Defense Assist (1d20+10): 13 (+0 AC). Targeting data is shared with the corvette.

Corinthian Corvette:

- Pilot: Evasive Maneuvers (1d20+12): 18 (+2 AC, -3 on attacks). Distance to the Way Home is now 33 units.
- The Corvette's gunners continue to fire (1d20+2 each): 10 and 15. The target is now in the 4th range increment, for a modifier of (-6). The total attack results are 4 and 9. The target's AC currently is 11+4 (from Evasive Maneuvers)=15, so both attacks miss.

The Way Home:

- Julias performs Evasive Maneuvers (1d20+18): 26 (+4 AC, -1 on attacks) and moves the ship closer. Distance to enemy Corvette is now 38 units. He casts Haste on the bridge crew.
- Hans decides to perform Defense Assist scans (1d20+19) until the ship is closer and has a better chance of hitting. The result is 28 (+4 to AC).
- Barbara continues to perform Shield Remodulation (1d20+10). Her result this round is 15 (+9 hardness (physical) and -5 vulnerability (all others)).
- James fires the railgun turret (1d20+3): 13. He gains an additional attack modifier of (+1) from Haste. The target is in the 5th range increment, the attack is modified by (-8). With the penalty from Evasive Maneuvers (-1), the total attack result is 5. The target's AC currently is 7+2 (Evasive Maneuvers), so the attack misses. Because he now gains an additional attack per round, he fires the graviton pulse cannon also (1d20+2). (He can not fire the railguns again, weapons are limited to one shot per round) The attack result is 17. With the same modifiers, the total attack result is 9, which is a hit. (1d20+2) results in 81 fire damage. The enemy's shields are reduced to 216hp.

Round 3:

Corinthian EW ship:

- Pilot: Evasive Maneuvers (1d20+12): 14 (+0 AC, -3 on attacks). The ship pulls away to maintain distance to the Way Home at 57 units.
- EW operators: Targeting Assist (1d20+10): 27 (+4 on attacks), Defense Assist (1d20+10): 14 (+0 AC). Targeting data is shared with the corvette.

Corinthian Corvette:

- Pilot: Evasive Maneuvers (1d20+12): 13 (+0 AC, -3 on attacks). Distance to the Way Home is now 33 units.
- Gunnery: 2 railgun attacks (1d20+2 each): 14 and 12; Target is in the third range increment (-4); Evasive Maneuvers (-3); Targeting Assist (+4); Totals: 11 and 9. Enemy AC: 11 +1 (Hasted pilot) +4 (Evasive Maneuvers) +4 (Defense Assist) =20. Both attacks miss.

The Way Home:

- Julias performs Evasive Maneuvers (1d20+18): 21 (+3 AC, -2 on attacks) and moves the ship closer. Distance to enemy Corvette is now 27 units. He casts True Strike.
- (readied action) The Corinthian corvette's missile gunners have been idle until now. The Way Home now enters firing range, and the Corinthians fire their missiles. Because they have personnel to spare, and the target's shields can never have much hardness, each missile launcher is fired separately (1d20+4 each). The attack results are 13 and 14. Targeting Assist provides +4. Since missiles have no range increment, only a maximum range, only the penalty from Evasive Maneuvers (-3) is applied. The totals come to 14 and 15. The target's AC is 11 +1 (from a Hasted pilot) +3 (Evasive Maneuvers) +3 (Defense Assist) =18. The missiles miss.
- Hans performs Defense Assist scan (1d20+19) for a result of 21 (+3 AC)
- Barbara notices that the enemy ship is now within jamming range and requests to use the jammer to perform a Jam Targeting Sensors action. She gets permission and rolls (1d20+10) for a result of 25. The jammer adds +5 to this check, for a total of 30. The enemy operator must now roll an opposed Computer Use check. They roll (1d20+8) for a result of 18. The difference is 12, just enough to cause the enemy a miss chance of 30% in their next 5 rounds of firing. The jammer's energy has now been expended and will not recharge until 3 rounds have passed.
- James fires the graviton cannon (1d20+2): 13; Haste (+1); Target is in the 4th range increment (-6); Evasive Maneuvers (-2); Total: 6. Target AC: 7, the attack misses. He also fires the twin missile launchers (1d20+5): 14; Haste (+1); Evasive Maneuvers (-2); Total: 13. Target AC: 7. Missiles potentially hit. Enemy laser CIWS (1d100): 34 (not intercepted), (1d100): 67 (intercepted). Since only one missile made it through, damage is recalculated. Instead of a twin missile strike, it is now a single missile. (10d6 fire): 40 damage. Target shields down to 176hp.

Round 4:

The corvette's captain orders the ship to turn around, realising he has approached too close and has lost most of the advantage of the gravitic targeting stabilizer.

Corinthian EW ship:

- Pilot: Evasive Maneuvers (1d20+12): 18 (+2 AC, -3 on attacks). The ship pulls away to maintain distance to the Way Home at 57 units.
- EW operators: Targeting Assist (1d20+10): 13 (+0 on attacks), Defense Assist (1d20+10): 21 (+3 AC). Targeting data is shared with the corvette.

Corinthian Corvette:

- Pilot: Evasive Maneuvers (1d20+10): 19 (+2 AC, -3 on attacks). Distance to the Way Home is now 32 units.
- Gunnery: Railgun attack (1d20+2 each): 14 and 12;

Target is in the third range increment (-6); Evasive Maneuvers (-3); Totals: 11 and 9. Enemy AC is 11 +1 (Hasted pilot) +4 (Evasive Maneuvers) +4 (Defense Assist) =20. Both attacks miss. Missiles already fired this round, they will be able to fire again on the corvette's next turn.

The Way Home:

- Julias performs Evasive Maneuvers (1d20+18): 26 (+4 AC, -1 on attacks) and moves the ship closer. Distance to enemy Corvette is now 26 units.
- This turn, Barbara takes over scanning duties. She performs a Targeting Assist scan (1d20+10), and rolls a 20 (+3 on attack).
- James fires the graviton cannon (1d20+2): 14; Haste (+1); Target is in the 4th range increment (-6); Evasive Maneuvers (-1); Targeting Assist (+3); Total: 11. Target AC: 7 +2 (Evasive Maneuvers) +3 (Defense Assist) =12. The attack misses. James also fires the railguns (1d20+3): 17; Haste (+1); Target is in the 4th range increment (-6); Evasive Maneuvers (-1); Targeting Assist (+3); Total: 14. Target AC: 12. The attack hits,

dealing (18d6): 75 damage. Target shields are at 101hp. •Hans fires the missiles - seperately - since he also has two attacks due to Haste. (1d20-1): 14 and 16; He is however not proficient so the attack suffers a (-4) penalty; Haste (+1); Evasive Maneuvers (-1); Targeting Assist (+3); Totals: 12 and 14. Both missiles potentially hit. Enemy laser CIWS rolls (1d100): 34, (1d100): 49. Both missiles make it through. The missiles deal (10d6 each) 41 and 33 damage, target shield strength is at 27hp.

- Julias fires the spinal railgun (1d20): 13; True Strike (+20); Haste (+1); Target is in the 3d range increment (-4); Evasive Maneuvers (-1); Targeting Assist (+3); Total: 32. The target AC: 12. The weapon hits. Damage rolled is (24d6) 78. The target's shields only had 27hp remaining. After subtracting that, 51 damage makes it through and affects the hull. The enemy hull has a hardness of 30, but railguns ignore the first 10 points of hardness, therefore damage is reduced by only 20 points. Net damage dealt to the enemy hull is 31 points. Enemy shields are down, their hull is at 769hp.

Living Machines receptacle chance						
Ground Encounters	CR	For Living Machine psionic receptacle chance, roll 1d100				
Spider group (1-3)	2	1-90	nothing	91-100	1x type I receptacle	
Spider group (4-6)	3	1-60	nothing	61-100	1x type I receptacle	
Spider group (7-9)	5	1-40	nothing	41-80	1x type I receptacle	81-100 2x type I receptacle
Silverfish group (1-3)	4	1-80	nothing	81-100	1x type I receptacle	
Silverfish group (4-6)	6	1-50	nothing	51-100	1x type I receptacle	
Silverfish group (7-9)	8	1-30	nothing	31-75	1x type I receptacle	76-100 2x type I receptacle
Mutated Cyborg (solitary)	4	1-100	nothing			
Mutated Cyborg (2-3)	6	1-100	nothing			
Mutated Cyborg (4-6)	7	1-100	nothing			
Porifer (solitary)	4	1-65	nothing	66-100	1x type II receptacle	
Porifer (2)	5	1-40	nothing	41-100	1x type II receptacle	
Porifer (3)	6	1-20	nothing	21-100	1x type II receptacle	
Centipede (solitary)	5	1-40	nothing	41-100	1x type II receptacle	
Centipede (2-3)	7	1-20	nothing	21-100	1x type II receptacle	
Centipede (4-6)	9	1-10	nothing	11-60	1x type II receptacle	61-100 2x type II receptacle
Trilobite (solitary)	6	1-85	nothing	86-100	1x type II receptacle	
Trilobite (2)	7	1-40	nothing	46-100	1x type II receptacle	
Trilobite (3)	8	1-20	nothing	21-80	1x type II receptacle	81-100 2x type II receptacle
Hand that takes (solitary)	7	1-80	nothing	81-100	1x type II receptacle	
Hand that takes (2)	8	1-60	nothing	61-100	1x type II receptacle	
Hand that takes (3)	9	1-30	nothing	31-80	1x type II receptacle	81-100 2x type II receptacle
Siege Mantis (solitary)	9	1-80	nothing	81-100	1x type III receptacle	
Siege Mantis (2)	10	1-50	nothing	51-100	1x type III receptacle	
Siege Mantis (3)	11	1-20	nothing	21-80	1x type III receptacle	81-100 2x type III receptacle
Nursery (solitary)	5	1-10	nothing	11-100	1x type III receptacle	
Space Encounters						
Shark (solitary)		1-86	nothing	87-100	1x type III receptacle	
Shark (1-3)		1-20	nothing	21-100	1x type III receptacle	
Shark (4-6)		1	nothing	2-90	1x type III receptacle	91-100 2x type III receptacle
Jumper (solitary)		1-78	nothing	79-100	1x type III receptacle	
Jumper (1-3)		1-10	nothing	11-100	1x type III receptacle	
Jumper (4-6)		1	nothing	2-80	1x type III receptacle	81-100 2x type III receptacle
Man of War (solitary)		1-30	nothing	31-100	1x type III receptacle	
Man of War (1-3)		1	nothing	2-70	1x type III receptacle	71-100 2x type III receptacle
Greed (solitary)				1-100	1x type III receptacle	
Leviathan (solitary)				1-100	1x type III receptacle	
Nursery Ship (solitary)				1-100	1x type III receptacle	

Random Encounters (personal combat)	
Kurion hunting party:	CR 6
Kurion Knight 1x Enforcer Tripod 2x Cyborg Slave Trooper (cr 3) The hunting party is a way for low ranking Kurion to gain some status and wealth. They seek out marauders and random victims in the wasteland and take their belongings, usually killing them. The knight will sacrifice his slaves but will attempt to flee if reduced to 40% hit points or less. They will not surrender.	
Kurion assassination team	CR 7
1x Kurion Spy 2x Cyborg Assassin 1x Rapid Response/Scouting Drone Operating method is for the spy to be disguised as someone the characters are to meet, know, or otherwise will want to protect (an innocent bystander if the Kurion have no information on the player characters). The drone will appear to be hunting the spy. When the player characters come to the aid of the spy the assassins will start shooting them from two seperate positions. The spy will maintain the disguise as long as possible but will turn on the characters if exposed or if a good opportunity presents itself.	
Kurion Fox Hunt team	CR 8
2x Cyborg Slave Trooper (cr 3) 1x Slow Burn Trooper 1x Rocket Trooper 1x Cyborg Assassin 1x Rapid Response/Scouting Drone (drone is equipped with a camera unit instead of weapons) This group is under the direct command of a Kurion nobleman who must kill the player characters in order to continue to the next round in a game show. The scouting drone is unarmed and does not attack; instead it records the event. The player characters can tune in to the Hunters & Hunted TV channel to follow the battle in real-time, granting them knowledge of the enemy positions. The enemy will fight to the death. If the player characters win the Kurion nobleman will likely become angry and attempt to exact revenge at a later time.	
Kurion boarding team	CR 9
1x Kurion Knight 2x Enforcer Tripod 6x Cyborg Slave Trooper (cr 3) 1x Brick This is a boarding party the Kurion might use to attempt to capture a ship. The brick is used as mobile cover. This represents only the troops delivered with a single boarding shuttle; more shuttles will be sent against larger ships.	
Corinthian Mafia Hit Squad	CR 11
1x Kurion Nobleman Baron (Additional modifiers over standard entry: Attacks +3, AC +1, uses <i>potion of haste</i> on round 1) 1x Rocket Trooper (Additional modifiers over standard entry: Attacks +1, AC +1, reflex saves +1, will saves -1) 2x Cyborg Slave Trooper (CR 8 variant) (Additional modifiers over standard entry: Attacks +1, AC +1, reflex saves +1, will saves -1) 1x Assassin (Additional modifiers over standard entry: Attacks +1, AC +1, reflex saves +1, will saves -1) A Corinthian crime syndicate sends a hit squad after the player characters. Either the player characters have done something that went against the syndicate's interests, or the syndicate thinks the player characters are wealthy enough to rob. Either way, a band of thugs will approach the player characters openly and give them a chance to hand over all their possessions or be killed. This confrontation serves also to intimidate bystanders, whom the syndicate frequently demands 'protection money' from. The lower ranking thugs are drugged-up and will never retreat. Only once the squad leader themselves are badly injured will they order a retreat. They rely heavily on cybernetics, though none of them have a torture/control chip implanted. The squad leader uses a captured Kurion cyborg body.	
Kurion commercial break team	CR 13
1x Cyborg Tyrannosaurus 2x Rapid Response/Scouting Drone 1x Kurion Baron The show organisers are not expecting much resistance. The cyborg T-rex is under the command of the Baron and if the fight goes poorly for him he will attempt to escape while ordering the T-rex to fight the player characters to the death. The baron will not surrender. The two scouting drones both have cameras and grenade launchers. As it is intended as stock footage for the start and end of commercial breaks, the event is not televised live.	
Desperate Kurion Duke	CR 15
1x Kurion Nobleman Duke 1x Slow Burn Trooper 2x Cyborg Slave Trooper (CR 8 variant) A Kurion Duke has been disgraced so thoroughly that they have been stripped of all status and possessions, save their body and a small number of slave soldiers. The only way they can regain their status in the Kurion empire is to eliminate the player characters (who have been a thorn in the Kurion side in one way or another) within a certain time limit. They are being monitored by Kurion agents during the engagement and can not count on any reinforcements. They will not retreat or surrender under any circumstance, and they must succeed before their time expires. Should the player characters win, they will receive a message from Kurion high command, saying that the duke's entire family will be put to death because of them. (Optional, that may be too dark for some games.)	

Random Encounters (vehicle combat - note that due to the number of variables, challenge ratings for vehicles are rough indications only)

Encounters are intended for player characters who are proficient in all aspects of vehicle operation and have a well-equipped military vehicle.

Marauder hovergang CR 7

1x hovertank (marauder leader)

2x hovercar (2x 3 marauders)

1x hover truck (7 marauders)

This encounter only happens if the marauders really want the player characters' vehicle. Normally they would ambush rather than fight.

The leader of the gang is in the hovertank, which stays in the rear of the formation. As long as the leader survives the marauders will continue to fight. Once the leader is dead the remaining marauders will attempt to retreat once they have suffered 75% casualties.

The hovercar and hover truck have no mounted weapons. Instead marauders will fire small arms from them. They can very quickly deal significant damage to the shields but lack the punch to damage the hull. Instead they rely on shoulder-launched armor piercing rockets. If the player vehicle is a spidermech or similarly large vehicle the marauders will attempt to land on the roof and cut their way inside. Each hovercar drops off three marauders and the hovertruck drops off seven. They can be the regular marauder or any other variety of cyborg trooper.

(For marauder and marauder leader see Mission: Stranded on Tajano, p.175)

Kurion capture team CR 8

2x Kurion Light Fighter

1x Kurion Boarding Shuttle

(with boarding team - minus brick)

This team will only get sent out against a spidermech or larger vehicle. The fighters will attempt to disable the mech's shields, the shuttle will then drop its boarding team off on the mech roof where the cannons can't target them and escape. The boarding team will proceed to cut through the hull. The group will have no choice but to fight the boarding team on the spidermech's hull.

Rogue drones CR 9

2x Hover Drone

2x Mecha Drone

These drones are part of an automated defense system that went rogue during the war. The system was originally tasked with defending a secret military facility. The drones were used instead of traditional defenders was to reduce the number of people who were aware of the project.

The location of the facility itself or even what faction it belonged to is unknown. The GM can rule that the drones have the base location in their memory cores. The drones have no strategy in mind and do not retreat. They simply attack with all available weapons until they are destroyed.

Mercenaries CR 10

1x Corinthian Dropship

1x Hovertank

2x Mecha Drone

These mercenaries have been hired to hunt the player characters down. If the group previously thwarted a Kurion nobleman, for example in an episode of a TV show, that will be the reason. It is highly unusual for mercenaries to work for the Kurion - usually the Kurion would forcibly implant the mercenaries with torture implants and make them part of their military. The reason is that the nobleman who hired the mercenaries does not want to draw attention to the fact that they lost a game to the player characters and therefore can not use the Kurion regular forces. The mercenaries will attack their target near a large stone outcropping. The dropship will briefly land behind the outcropping and unload the hovertank and mecha drones. The units will then attack together with the drones going first so as to draw fire away from the crewed craft.

Living Machine hunger team CR 11

1x Siege Mantis

2x Hand That Takes

4x Silverfish

A group of Living Machines have been coerced into working together. They are ravenous and want to eat the player characters, the vehicle they are driving does not interest them. The Siege Mantis stays behind and provides artillery support while the Hands attack up close. Once the player vehicle loses shields the Mantis starts firing saboteurs. A group of Silverfish stays nearby and attacks the characters if they pop a hatch to attack the enemy personally. The Living Machines are not allowed to retreat and will fight to the death.

AI Assault Transport and Tanks CR 13

1x Pirate Assault Transport (Additional modifiers over standard entry: Attacks +6, skill checks +4)

2x Hovertank (Additional modifiers over standard entry: Attacks +6, skill checks +4)

A decades-old experiment in advanced AI has obtained an assault transport and is using it to attack random targets near a small outpost. The AI is housed in a standard Kurion Baron body but it prefers not to engage personally. The AI is constantly malfunctioning and rebooting, and while not evil, is certainly a threat to anything on the planet. It also controls a pair of hovertanks, which it remote-operates simultaneously. If there are multiple targets, every unit the AI controls picks a target randomly. (Roll each round for each unit.) Should the AI be destroyed, the units will continue fighting, albeit without the AI bonus. The Assault Transport is not space-worthy.

Rogue Kurion Defence Platform CR 15

1x Kurion Defence Platform (Additional modifiers over standard entry: Attacks +8, AC +2, skill checks +8)

Special: Each round there is a 10% chance the Defence Platform performs no action.

4x Hover Drone (Additional modifiers over standard entry: Attacks +5)

4x Mecha Drone (Additional modifiers over standard entry: Attacks +5)

Years ago, a malfunction in the control network of a Kurion Defence Platform has caused it to go berserk, rampaging through a village, and now wandering the wasteland. It attacks other mechanical units, using parts and consumables to repair itself. Organic targets are eliminated out of madness. The drones that were docked inside are under the control of the platform. The Hover Drones are used to scout and find new targets. The Mecha Drones are used to enter facilities and retrieve items. All drones will be used should the Defence Platform face a serious threat. Sometimes the eight brains that control the platform disagree, causing the machine to perform no action that round. This does not affect the drones, though it may mean they idle during that round if their current orders can not be executed.

Random Encounters (ship combat - note that due to the number of variables, challenge ratings for ships are rough indications only)	
Encounters are intended for player characters who are proficient in all aspects of ship operation and have a well-equipped 50-80HD light ship.	
Kurion patrol	CR 8
2x Starfish Corvette 1x Kurion EW ship	
This group of ships is tasked with patrolling space against smugglers and attack civilian shipping that does not belong to the Kurion. The ships are obsolete and not powerful enough to stand toe to toe with a top of the line warship but their standing orders are to engage any enemy forces and light lag delaying communications they will make contact with their target before new orders can arrive.	
Kurion Stealth Squad	CR 9
2x Kurion scout 2x Living Machine Jumper	
These Jumper Living Machines were controlled separately and did not gain freedom with the rest of the Living Machines. As such they still remain under Kurion control and are used together with scouts to form an all-stealth scout squad. The group moves together so all ships benefit from the scouts' missile CIWS. The ships in question are expensive and hard to replace. If the player characters survive they will receive a very angry message from the Kurion nobleman who sent them with a promise of revenge.	
Living Machine Greed and escorts	CR 10
1x Greed 4x Shark	
Boarding force	CR 6
5x Spider 5x Silverfish 3x Mutated Cyborg 1x Centipede	
The Greed ship and Sharks will attempt to disable the target ship's shields, then the Greed ship will attempt to force a docking and insert a small boarding force. Some of the crew will need to hold off the boarding party while the others continue the ship battle. The Living Machine boarding party can not make use of larger models than the target corridor size permits, this should give the characters fighting them some breathing room.	
Corinthian Tax Deductibility team	CR 11
2x Corinthian type 9 (3 combat modules, 1 hangar modules) 2x Corinthian Heavy Fighter	
This group of ships is old and the crewmembers are close to retirement or perform poorly. The Corinthian company that employs them intends to salvage some of their investment by sending them on a suicide mission. Ships lost in combat are tax deductible under Corinthian law, the player characters just happen to be a convenient target.	
Kurion Fox Hunt group	CR 12
1x Fox Hunt Destroyer (Additional modifiers over standard entry: Attacks +4, AC +1, skill checks +6) 1x Fox Hunt Corvette 1x Kurion EW ship	
This group of ship is very hard to replace for the Kurion and is only sent out if the target has done something harmful to high-ranking Kurion nobles. The destroyer is commanded in person by a mid-ranking nobleman who prefers to stay alive if possible. The corvette is considered expendable and gets sent in closer to the target to draw fire. The EW ship stays by the destroyer and provides offensive and defensive scans against the target ship. The destroyer will attempt to escape when reduced to 50% hit points or less, the Kurion commander will attempt to use the EW ship to absorb fire.	
Pirate Skeleton Crew	CR 10
1x Pirate Slaver Destroyer (Additional modifiers over standard entry: Attacks +5, AC +2, skill checks +6) 2x Pirate Breaching Pod	
Boarding distraction	CR 7
10-20x Skeleton Space Pirate	
Boarding force	CR 13
1x Skeleton Ship Captain 4x Skeleton Heavy Trooper 5-10x Skeleton Space Pirate	
An undead captain seeks to capture the player characters' ship. The plan is to sneak up on them, then damage them enough to lower their shields. After that, the captain will initiate a pre-emptive diversion. With one or two breaching pods, he will land a small group of relatively weak skeleton troopers in the player characters' ship. They will begin attacking crewmembers, and heading for the reactor. (Their orders are not to destroy it.) Hopefully this will trigger a response, drawing the ship's internal defenders towards the undead strike team. While this is underway, the captain will order the slaver destroyer to forcibly dock with the target ship, and the real boarding operation begins. A point of entry will be made behind the security team, sandwiching them between the two undead teams.	
Star Wraith and Pirates	CR 12
1x Star Wraith Master 1x Pirate Slaver Destroyer (Additional modifiers over standard entry: Attacks +5, AC +2, skill checks +6) 1x Pirate Tender Frigate (Additional modifiers over standard entry: Attacks +5, AC +2, skill checks +6) 3x Sacrificial Light Fighter 1x Pirate Breaching Pod	
Boarding distraction	CR 6
10x Ghast	
A Star Wraith who owns several pirate ships intends to collect the bounty placed on the player characters' heads. (The one who placed the bounty can be someone who the player characters defeated previously.) The Star Wraith will attack together with his ships, ordering the launch of Sacrificial Light fighters once the target shields are down. The Star Wraith will make use of their energy siphon, energy release, and slow abilities to weaken the target ship while his minions continue their attack. They do not intend to capture the ship, but a breaching pod full of ghastrs is on standby and can be used to cause mayhem inside the target ship, reducing its combat effectiveness.	

Between Chains and Starlight - version 2.0

This book is a revamp of the first version of 'Between Chains and Starlight'. Factions have been overhauled and further elaborated upon, a list of individual star systems has been included, and four individual planets are described in detail, with maps. Creature entries have been adjusted to be more in line with standard rules for the Pathfinder Roleplaying Game. A brief ruleset for combat in zero-G and alternate gravity environments is included, and various minor changes are made to assorted rules. Most content from 'Dragons in Space (and stuff)' has been incorporated into this book, with some alterations, as well as some new additions to the Space Combatants chapter. In addition some of the art has been overhauled, and there are 17 new images, 4 new planetary maps, and assorted minor new art such as emblems.

Magic and technology combine in a science fantasy setting. Against a backdrop of evil empires dominating known space and threatening a primitive world rich in magic, characters fight cyberslavery, animalistic warmachines, and other foes for justice, or merely to survive.

- Rules are included for customizable armor, and incorporating magic gear into spacesuits, as well as a list of weapons and their functioning. Characters benefit from expanded use of technology related skills, and can make use of crafting rules for personal gear and all components of ships and vehicles.
- For personal combat, over twenty new creatures are introduced, including cyborgs, Living Machines, and space-dwelling undead.
- A revamped system for ship and vehicle combat and logistics allows for intuitive and effective ship configuration and operation, with a larger role for electronic warfare. This rules include tables with ship and vehicle classes, customization options, upgrades, equipment and weapons. NPC ships are included, both generic and faction-specific, as well as tables for customizing NPC ship crews. The ship and vehicle section includes optional rules for magic ship equipment.
- The book includes four missions taking place in the setting, for characters around level six to ten. The missions come with eighteen color maps and one greyscale map.
- The e-book comes with a printer-friendly version and a zipped file containing the maps as separate files, both the regular versions and printer-friendly versions.

